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Sega

Issue

19

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When the first *Mortal Kombat* was released on the Mega Drive, it was regarded as a classic, so all eyes were on Acclaim when they announced they'd be converting its awesome arcade sequel too. *Mortal Kombat II* has got to be one of the best beat-'em-ups ever to be released on the Mega Drive — this game has it all! Digitised sprites, ultra-violence, blood, fatalities, babalities, friendships, hidden characters; you name it and this cart's got it.

Over the next 10 pages, SEGA XS takes you exclusively through each and every character in the game — we study their history, their attitude and, of course, their moves. No stone is left unturned in our quest to reveal the ins and outs of the world's roughest, toughest beat-'em-up, so come along on our thrill-a-minute tour — if you dare...

MORTAL KOMBAT II

THE STORY SO FAR...

years ago, they achieved their goal. Corruption rapidly spread throughout the tournament and any competitors who failed in combat had their souls stolen. Shang Tsung maintained an iron grip over the tournament thanks to a fearsome creature called Goro, a 2,000 year old half-dragon. Together, their supernatural powers made them almost impossible to dethrone.

A fighter called Liu Kang eventually managed to fight his way through the ranks and defeat the evil Shang Tsung in a bloody battle. Liu Kang was a Shaolin Monk, so he ensured peace was restored once again to the tournament, while the traditional guidelines were re-introduced and the threat of chaos overtaking the land disappeared.

This wasn't the end of the evil forces, Shang Tsung's master, Shao Kahn, wouldn't give up his quest for ultimate evil so easily. He ordered Shang Tsung to snatch eleven of the world's best fighters, sending them to a hellish place called the Outworld. Here, Shao Kahn plans to exact his revenge and kill them all one-by-one. It is here that our story continues...

The title of Grand Champion has been handed down for centuries and centuries to the ultimate winner of the Shaolin Tournament. Young warriors from all over the world journeyed to take part in the tournament, but there could only ever be one winner.

The Shaolin Monks who organised the event weren't without their enemies — the evil Shang Tsung and his followers were always attempting to take over the event. Sadly, 500

LET'S BE FRIENDS!

If you fancy a laugh, or your parents are looking over your shoulder, try an hilarious alternative to all those gory finishing moves. There are two different sets of moves to experiment with, known as the Babalities and Friendships. However, these alternative moves only work if you don't perform a punch of any kind in the final round of the fight. Then follow the joystick and button combinations for a top comedy effect! As you can see, we detail some of these outrageous new moves in our character profiles

MAYBE THEY'RE SHY?

(how to access the hidden warriors in the game)

Pssst... Hey, you! Yes, that's right, I'm talking to you! Do you want to know a secret? Want to know how to find the hidden characters in *Mortal Kombat II*? Well, check out the descriptions below for some top inside information! There are more to be found, but you can't expect us to give you everything can you?

Jade

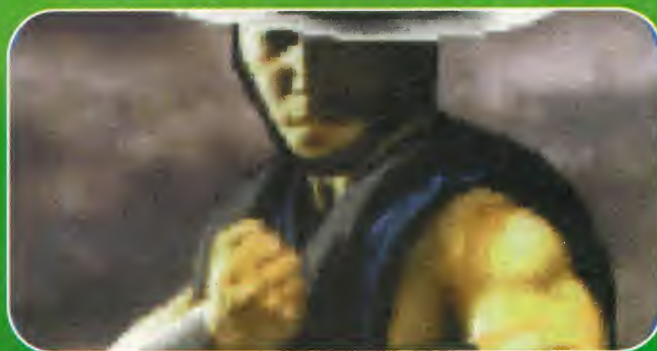
Have you ever seen that green ninja that keeps poking her head around different trees in the Living Forest stage? Just between you and me, it's actually possible to fight her! To do this, first reach the Living Forest, just before you reach the question-mark stage in one-player mode. Once there, win one round using the Low Kick button only. Do this and you too can lock horns with the elusive Jade.

Noob Saibot

Now this guy is easier than pie to find! Get a winning streak of 25 and you receive a message congratulating you on your achievement! Hurrah! But that's not all, after this message has been read, you're whisked away to Goro's Lair to do battle with the Noob himself. Prepare for the fight of your life with this mean mother!

Smoke

Smoke can be found by first fighting in the Portal stage and then, when Mr Toasty appears, hold Down and press Start. You'll now be trundled away to Goro's Lair to do battle with Smoke in an epic fight to the death!



MORTAL KOMBAT



Liu Kang



AGE: 24

HEIGHT: 5'10"

WEIGHT: 185 pounds

NATIONALITY: Chinese

BACKGROUND: Liu Kang works as a fisherman in his native land of China. But it's his duties as a Shaolin Monk that led to him entering the tournament and eventually defeating Shang Tsung. By doing this, he not only managed to turn the tournament around to the side of good, but he also gained revenge for the death of his parents.

He may have brought back humanity to the Shaolin Tournament, but that didn't prevent the forces of evil whisking him away to the Outlands. Liu Kang has spent a great deal of his life training to be the ultimate fighting machine, so if anyone has a chance of surviving this new challenge, it's him!

AMBITION: With the skill and discipline of the Shaolin Monastery behind him, Liu Kang feels he can defeat anyone — even Shao Kahn! Kang is now at his physical peak and his martial art skills make him almost unbeatable, so he has every chance of making it through the ultimate test.

Kung Lao



AGE: 26

HEIGHT: 6'2"

WEIGHT: 210 pounds

NATIONALITY: Chinese

BACKGROUND: Like Kang, Kung Lao is a Shaolin Monk. Due to his beliefs and duties as a monk, Kung Lao has been whisked into the tournament to do battle with the forces of evil. Thanks to years and years of intense training, he now feels as prepared as he will ever be, to confront the horrors awaiting him. However, those that know him may not be so confident!

AMBITION: His ultimate ambition in the tournament is to gain revenge for the death of the former champion, the Great Kung Lao, his namesake. Kung Lao senior was crushed by the half-dragon Goro over 500 years ago, but memories die a bitter death and Kung Lao junior thirsts for blood-drenched revenge!

Jax



AGE: 31

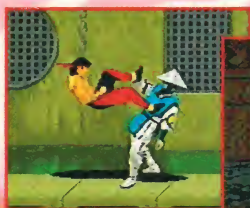
HEIGHT: 6'5"

WEIGHT: 298 pounds

NATIONALITY: American

BACKGROUND: Jackson 'Jax' Briggs is an ex-wrestler from America, and as such he has some very fancy moves at his disposal. For years, this guy was the king of the ring — unbeaten in all his fights. At least that was until he ran into some trouble with a criminal cartel. He has now taken the war underground.

AMBITION: It is not really known why Jax is involved in the tournament, other than pure egotism. When you take into account his wrestling past this isn't surprising, after all, those guys are just pure showbiz!



Moves

Bicycle Kick - Hold low kick for 5 seconds then release

Fireball - Forward, forward + high punch

Flying Kick - Forward, forward + low punch

Forearm - punch up close

Low Fireball - Forward, forward + high kick

Dragon Fatality - Down, forward, back, back + high kick (up close)

Uppercut Fatality - Hold start + circle away from opponent

Babality - Down, down, forward, back + low kick

Friendship - Forward, back, back, back + low kick

Pit/spikes Fatality - Back, forward, forward + low kick

Moves



Hat Throw - 3 button: Back, forward + high punch 6 button: Back, forward + low punch, control hat using up and down(box out)

Ariel kick - Down + high kick at peak of jump

Teleport - Down, up

Whirlwind Spin - Up + block, Up + low kick. Tap low kick to keep spinning

Slice Fatality - Forward, forward, forward + low kick (3 inches away)

Hat Decapitation Fatality - Retreat to edge of screen while holding:

3 button: High punch, then release it.

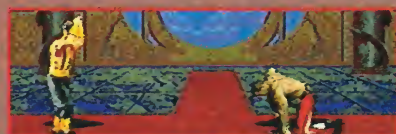
6 button: High punch then release it.

Babality - Back, back, forward, forward + high kick

Friendship - Back, back, back, down + high kick

Pit/spikes Fatality - Forward, forward, forward + high punch

Moves



Back-Breaker - Block when both opponent and yourself are close together in mid-air.

Earthquake Punch - Hold low kick for 3 seconds then release

Energy Wave - Half circle away + high kick

Grab Attack - Forward, forward, then low punch. Keep tapping low punch to punch him up to 5 times.

Super Slam - While doing a normal body slam, to slam the victim up to a maximum of 3 times, keep tapping: 3 button: low punch. 6 button: high punch

Head Clap Fatality - Forward, forward, forward while holding: 3 button: High kick, release up close 6 button: Low punch, release up close

Arm Flip Fatality - Tap block 4 times, tap low punch (1 inch away)

Babality - Down, up, down, up + low kick (hold block)

Friendship - Down, down, up, up + low kick (hold block)

Pit/spikes Fatality - Up, up, down + low kick (hold block)

Raiden



AGE: Eternal

HEIGHT: 7'0"

WEIGHT: Unknown

NATIONALITY: Unknown

BACKGROUND: Raiden is a Thunder God — a being so strange and mysterious we hardly know anything about him. What is known is that he's probably the oldest man in existence! The Thunder God is a being of pure electrical energy, who took on the guise of a human in order to enter the tournament. He can summon up the force of storms and lightning waves, before turning them into an offensive weapon!

AMBITION: Raiden is eternal and therefore can't actually die, so he has no fear of being hurt in combat. It is for this reason he is actually involved in the tournament, and funnily enough he expects to win!

Kitana



AGE: 21

HEIGHT: 5'8"

WEIGHT: 137 pounds

NATIONALITY: Outworlder

BACKGROUND: Kitana works as an assassin for Shao Kahn, although things aren't quite as straightforward as they seem. Kitana has actually learnt her parents were once great rulers of the Outworld but were destroyed by Shao Kahn, her master! As an assassin for her evil ruler, she has learned to use her metallic fan to stun opponents into submission, before leaping in for the kill. This makes her a tough cookie to crumble in anyone's book!

AMBITION: Having learned of her parents gruesome fate at the hands of Shao Kahn, Kitana is now set on returning the Outworld to its former glory and gaining revenge. The only question is, does she have the strength and stamina to overcome the other warriors?

Johnny Cage



AGE: 29

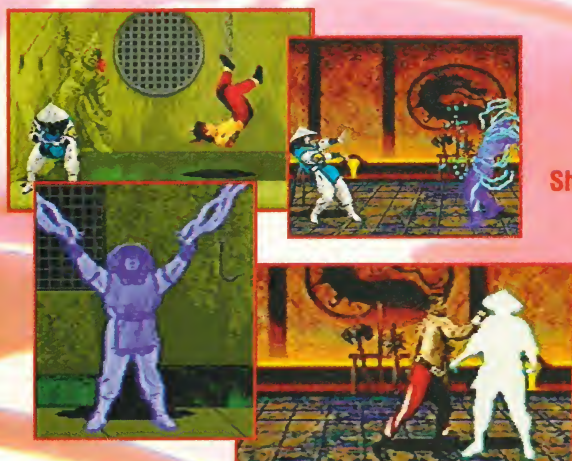
HEIGHT: 6'3"

WEIGHT: 210 pounds

NATIONALITY: American

BACKGROUND: Johnny Cage is a Hollywood legend! He is the star of dozens of big-budget, high-rated Martial Arts films (including the well-known "Blood Fist" and "Sudden Violence" epics!) but he still feels the need to prove himself in the field of combat. It is for this reason he has been entered into the tournament, where he has to fight for his life like never before!

AMBITION: If Johnny manages to survive and maybe win the tournament outright, then there is every possibility his fame will spread even further. A film will probably be made of his exploits, making him immensely rich, but being an egotist he'll probably waste it all in sad attempts to impress women (or something)!



Moves

Lightening Toss - Quarter circle towards plus: **3 button:** High punch **6 button:** Low punch

Dive attack - Back, back, forward

Teleport - Down, up

Shocker - For a couple of seconds hold: **3 button:** high kick **6 button:** high punch (Can only be performed by human controlled fighters)

Super Shocker Fatality - Hold low kick for a couple of seconds, release up close. Keep tapping low kick and block until the opponent guy explodes.

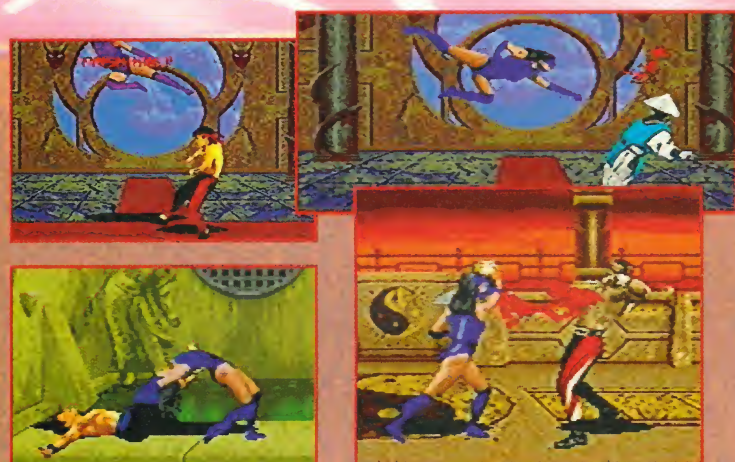
Super punch Fatality - For 6 seconds hold... **3 button:** High kick, release up close

6 button: High punch, release up close

Babality - Down, down, up + high kick

Friendship - Down, back, forward + high kick must be more than three inches away.

Pit/spikes - Holding block, up, up plus: **3 button:** low punch. **6 button:** high punch.



Moves

Fan swipe - Back + high punch

Fan toss - **3 button:** forward, forward, low punch **6 button:** forward, forward, low and high punch

Spin Fan lift - Back, back, back + high punch

Square Wave Punch - Quarter circle away + high punch

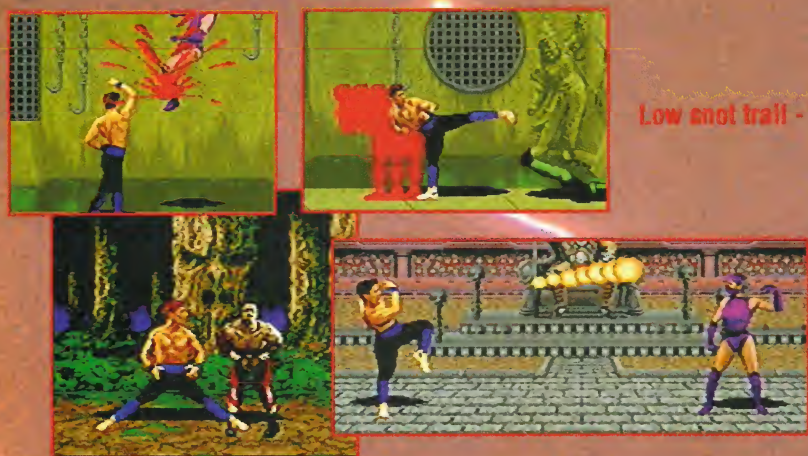
Decapitation Fatality - Block, block, block + high punch (up close)

Kiss of Death Fatality - Hold low kick, forward, forward, down, forward. Release low kick (up close)

Babality - Down, down, down + low kick

Friendship - Down, down, down, up + low kick

Pit/Spikes - Forward, down, forward + high kick



Moves

High snort trail - Half circle away + high punch

Low snort trail - Half circle towards plus: **3 button:** High punch **6 button:** Low punch

Shadow Uppercut - Back, down, back + high punch

Shadow kick - Back, forward + low kick

Package check - Down, punch + low kick

Head Punch Fatality - Forward, forward, down, up (up close) hold down + low punch + low kick + low block immediately after.

Torso Fatality - Up close, down, down, forward plus:

3 button: High punch **6 button:** Low punch

Babality - Back, back, back + High kick

Friendship - Down, down, down, down + high kick

Pit/spikes - Down, down, down + high kick

Sub Zero



AGE: 27

HEIGHT: 6'2"

WEIGHT: 210 pound

NATIONALITY: Chinese

BACKGROUND: A man of mystery, Sub-Zero works as an assassin for the ancient Chinese clan of Lin Kuei. The Lin Kuei is made up of ferocious Ninja-Warriors; of which Sub-Zero is the most respected member. With no relatives to fall back on, the clan has become something of a family to him and he will do almost anything to make sure they are safe from harm.

Sub-Zero has had a few changes in his life recently. For starters, his long-time enemy, Scorpion, has decided to stop pursuing him and instead help him out, keeping him free from any dangers. This all came about when Scorpion saw Sub-Zero sparing the life of a victim. Hmm, each to their own!

AMBITION: Sub-Zero has two purposes in entering the tournament. The first is to finish what he started in the first game and finally kill Shang Tsung, and the second is to fulfil a contract to kill off Shao Kahn. Just killing one demon-lord is hard enough, so can you imagine what it must be like trying to do away with two? This is one brave warrior.

Mileena



AGE: 24

HEIGHT: 5'7"

WEIGHT: 137 pounds

NATIONALITY: Mutant Outworlder

BACKGROUND: Supposedly, Mileena is Kitana's twin sister. She also works as an assassin for Shao Kahn. However, though she may work for him, she certainly isn't Kitana's twin sister! The horrible truth is she's a clone, created by Shang Tsung to keep an eye on Kitana and assassinate her if she gets too independent. The mask she wears is a disguise to cover up her shocking facial features, which are very similar to Barakas!

AMBITION: If she manages to actually win the tournament, she aims to over throw her master and start a new empire ruled by herself and her lover Baraka.

Scorpion



AGE: Unknown

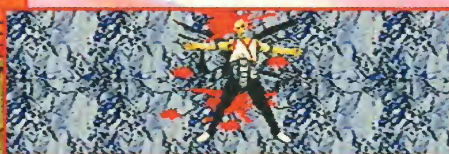
HEIGHT: 6'2"

WEIGHT: 210

NATIONALITY: Unknown

BACKGROUND: Another man of mystery, Scorpion is apparently a lost soul who has taken on a physical form so he can once again experience the thrill of combat. He gets his name from the deadly spear he uses to kill his opponents. For a while he was deadly enemies with Sub-Zero, but those feelings soon died away when he saw Sub-Zero spare the life of an opponent.

AMBITION: He now dedicates his life to protecting Sub-Zero as a means of making up for killing his elder brother. What a sweet guy.



Moves

Freeze Attack - Quarter circle towards plus:

3 button pad : High punch **6 button pad** : Low punch

Ground Freeze - Quarter circle away + low kick

Power Slide - Back + block + low kick plus:

3 button pad : low kick, then release it. **6 button pad** : low punch, then release it.

Deep Freeze Fatality - Forward, forward, down + kick.

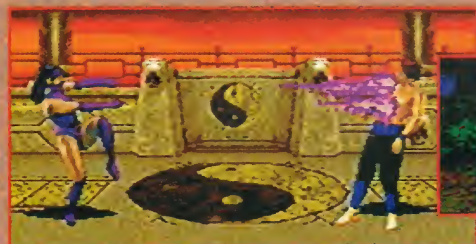
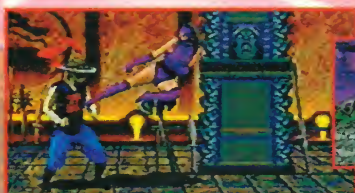
Follow this with Shatter punch - Forward, down, forward, forward + high punch (up close)

Pitch-o-doom Fatality - From the opposite side of the screen, back, back, down, forward while holding: **3 button pad** : low kick then release it **6 button pad** : low punch then release it

Babality - Down, back, back + high kick

Friendship - Back, back, down + high kick

Pit/spikes - Down, forward, forward + block



Moves

Ground Roll - Back, back, down + hill

Sai Throw - Hold for 2 seconds, release:

3 buttons: low kick **6 button** : High punch

Teleport Kick - Forward, forward + low kick

Psycho stab - Up close: **3 button**: forward, back, forward + high punch

6 button: forward, back, forward + low punch

Sucka - Hold high kick for 3 seconds and release up close.

Babality - Down, down, down + high kick

Friendship - Down, down, down, up + high kick

Pit/spikes Fatality - Forward, down, forward + low kick

Moves

Spear - Back, back, then low punch

Quarry - Quarter circle away + high punch

Schwarz Kick - Half circle away + low kick

Air Throw - Block while both the opponent and yourself are close together in the air

Spear swipe Fatality - Up close, down, forward, forward, forward whilst holding:

3 button: high kick then release it **6 button**: high punch then release it

Torch Him - 3 inches away, hold block, up, up plus

3 button: low punch **6 button**: high punch

Torch him with nasty - Do two downs first.

Babality - Down, back, back + high kick

Friendship - Back, back, down + high kick

Pit/spikes - Down, forward, forward + block.



Baraka



AGE: Unknown

HEIGHT: Unknown

WEIGHT: Unknown

NATIONALITY: Mutant Outworlder

BACKGROUND: Baraka is King of a savage race of mutant Outlanders who have been shunned by so-called normal society. Proving himself on more than one occasion to be a master at combat, Baraka quickly rose to the rank of commander in Shao Kahn's army. His long blades make him an enemy to be reckoned with, whether in close combat or at a distance.

AMBITION: Baraka has plans to defeat all of the warriors in the game and then go on to kill Shao Kahn himself. He hopes to rule the Overworld with his lover, Mileena.

Reptile



AGE: Unknown

HEIGHT: Unknown

WEIGHT: Unknown

NATIONALITY: Unknown

BACKGROUND: The Green Reptile is a creature of chaos. He was created by an unknown force in order to act as a neutral factor in the battle between good and evil. His sole purpose is to disrupt the attempts of both sides to gain an upper hand. He likes things just the way they are, so he attempts to maintain the current order.

AMBITION: He sees himself as the ultimate foe; no one can possibly be better than he is and if they think they are, they're sadly deluded. Anyone who wants to tip the scales in their favour during the competition will have to do battle with him first.

Shang Tsung



AGE: Over 500!

HEIGHT: Unknown

WEIGHT: Unknown

NATIONALITY: Chinese

BACKGROUND: Shang Tsung took over the tournament 500 years ago when it was a just and honest event, but under his rule corruption spread. The evil was finally stopped when a warrior called Liu Kang managed to break through all of his defences and bring an end to the proceedings. Shang's master didn't look too kindly upon these events and threatened to destroy the defeated demon once and for all, but Shang still had one more card up his sleeve — he would set up a new tournament in the Outworld, where he would draw the warriors into a fight to the death with Shao Kahn.

AMBITION: Shang plans to ultimately defeat the other contestants in combat, before facing up to Shao Kahn himself. If he manages to beat the big guy, then the Overworld is his to rule!



Moves

Double kick - Tap high kick twice (up close)

Blade Swipe - Back + high punch

Blade Fury - Back, back, back + low punch

Blue Spark - Quarter circle away + high punch

Throw - Punch (up close)

Decapitation Fatality - Back, back, back + high punch (up close)

Impaling Fatality - Up close: **3 button**: Back, forward, down + low punch

6 button: Back, forward, down + high punch

Babality - Forward, forward, forward + high kick

Friendship - Up, forward, forward + high kick (hold block)

Pit/Spike - Forward, forward, down + high kick



Moves

Acid spit - Forward, forward + high punch(box out)

Orb - **3 button**: back, back then low punch

6 button: back, back plus low and high punch

Slide - Back + block + low plus:

3 button pad: high punch **6 button pad**: low punch

Invisibility - To switch invisibility on and off, hold block, up, up, release block, down then: **3 button**: low punch **6 button**: high punch

Invisible kill - Forward, forward, down + high kick while invisible (up close)

Tongue Lashing - Back, back, down + low punch (half a screen away)

Babality - Down, back, back + low kick

Friendship - Back, back, down + low kick

Pit/spikes - Down, forward, forward + block

Moves

Skull firing - **1 skull**: Back, back + high punch **2 skulls**: Back, back, forward + high punch **3 skulls**: Back, back, forward, forward + high punch

Morph to Kung Lao - Back, down, back + high kick **Morph to Lui Kang** - Back, forward, forward + block

Morph to Kitana - Tap block quickly 3 times **Morph to Jax** - Down, forward, back + high kick

Morph to Baraka - Down, down + low kick

Morph to Mileena - For a second hold: **3 button**: low kick **6 button**: high punch

Morph to Sub-Zero - Forward, down, forward + high punch

Morph to Scorpion - Hold block, up, up

Morph to Reptile - Hold block, up, down plus: **3 buttons**: low punch **6 buttons**: high punch

He can do any other character's fatality/babality/friendship moves if he's morphed into them. Plus:

Soul Suck Fatality - Holding block: up, down, up + low kick

Dive-O-Death Fatality - Hold high kick for 3 seconds, release about 2 inches away from victim

Babality - Back, forward, down + high kick **Friendship** - Back, back, down, forward + high kick



Morph to Kintaro - For 15 seconds hold down: **3 button**: low kick **6 button**: low punch Release about 2 inches away from victim



Virtua Fighter

The future is here and it's not orange! The Saturn is instated in the office with a copy of *Virtua Fighters* almost always revolving away inside. It has to be the best beat-'em-up ever! With eight different characters and a big, bad, end guardian to boot, this must rank up there with the all-time classics. It's a perfect conversion, so SEGA XS, as ever, has broken all the rules by bringing you the ultimate solution to the ultimate game. Over the next nine action-packed pages, you'll find complete profiles of all of the characters (including all of those tricky special moves!). *Super Streetfighter II?* Ha! This is where it's at people.



DURAL

Dural is the ultimate fighting force. Created by the same crime syndicate who brainwashed Sarah, she is a shiny silver cyborg who appears as the final fighter in the CPU bonus stage. She can do all the other fighter's special moves and has devastating power and agility. It has been said that the whole championship was organised so she could learn the other's techniques. Crafty eh?

PLAY VS DURAL

Dural's the final guardian in the game; beat her up and you're treated to the end sequence. Keep on the ground at all times – Dural's lethal uppercut puts an end to any jumping ideas you might have. Try to deliver plenty of punches to the body and set up a few combos. Dural's best moves are grabbing and throwing you, so watch out!

AKIRA



BURST SPRINT

Press Forward, Forward quickly



COMBO KICK

Press Punch, Punch, Punch and Kick quickly



FLYING KICK

Press Up, Towards and Kick



JUMP KICK

Press Up and Kick



JUMPING FIST SMASH

Press Up, Towards and Punch



LOW KICK

Press Down and Kick



SHOULDER BARGE

Press Forward, Forward and Punch



PUNCH

Press Punch



PROFILE

NAME: Akira Yuki

COUNTRY: Japan

AGE: 25

SEX: Male

JOB: Kung-Fu

Teacher

BLOOD TYPE: O

HOBBY: Kung-Fu

Hakkyokuken is a strange sounding word, but it's Akira's fighting style. Apparently, he's on a fighting tour of the world to find out just how good a fighter he really is. So, will he win all of the matches? Hmm, only you can answer that, Mr Gamesplayer! Akira's probably the most versatile of the fighters (not to mention having an uncanny resemblance to a certain Mr Stallone). A good, solid choice for the beginner, Akira has a very powerful punch. He may be a little slow at times, but he more than makes up for that with his brilliant shoulder-barge move.

PLAY VS AKIRA

Akira is a very hard opponent to defeat. Always try and get a few good hits in at the start of the match, give Akira time and he'll make you suffer. Jumping kicks are quite a good tactic to use against him, but make sure you don't get caught out by his vicious punches. Quick characters, such as Sarah, Pai, Lau and Jacky are your best bet against this guy.

PAI



COMBO KICK:

Press Punch, Punch, Punch and then Kick quickly



FLIP KICK:

Press Diagonally Up and Away and then Kick



FLYING KICK:

Press Up, Towards and then Kick



KICK:

Press Kick



LOW KICK:

Press Down and then Kick



LOW PUNCH:

Press Down and then Punch



PUNCH:

Press Punch



ROUNDHOUSE:

Press Defend and Kick together



PROFILE

NAME: *Pai Chan*

COUNTRY: *Hong Kong*

AGE: *18*

SEX: *Female*

JOB: *Action Star*

BLOOD TYPE: *O*

HOBBY: *Dance*

Pai has a bit of a grudge against her father in this game, for some strange reason. Apparently, he's too arrogant for her liking, so she's decided to teach him a lesson by beating him up. Pai is another character who is ideal for beginners, mainly due to her faster than fast speed. You'll find her backflip move coming in handy on more than one occasion. She's good with her kicks, as well. Her roundhouse move is both simple and quick to perform, so make good use of it!

PLAY VS PAI

Right at the start of the fight, be ready to defend yourself against her, she's faster than you think. A well-timed roundhouse or punch will usually sort her out, so keep that in mind when you go up against her. Try to keep your distance when you attack her, because her throws and locks can be lethal. Lastly, remember to block when she starts a counter-attack.



COMBO KICK:

Press Punch, Punch, Punch and then Kick



FLYING KICK:

Press Up, towards and then Kick



KICK:

Press Kick



LOW PUNCH:

Press Down and Punch

LAU



JUMP KICK:

Press Up and then Kick



ROUNDHOUSE:

Press Defend and Kick together



UPPERCUT:

Press Diagonally Down and Punch



PUNCH:

Press Punch

PROFILE

NAME: Lau Chan

COUNTRY: China

AGE: 53

SEX: Male

JOB: Cook

BLOOD TYPE: B

HOBBY: Chinese

Pottery

Pai's father, Lau, certainly knows his stuff when it comes to cooking up some ultra tasty meals. But is he any good at fighting? Hey, he wouldn't be in this game if he wasn't. To his credit, Lau is a tough man to beat. His kicks are his specialty, although it's possible for him to come up with some nifty combos as well. He's got a few decent special moves and his punches really put the icing on the cake.

PLAY VS LAU

Lau's main advantage over an opponent is his speed; there aren't many characters in the game who are faster. To have a hope of winning against this guy, go straight into attack mode. He tends to leave himself open to flying kicks and uppercuts, so try to get these attacks in as soon as possible. If you give this guy the opportunity, he'll go for a vicious energy-draining throw, so keep an eye out for those! You'll have to be good to beat this sly old dog.

WOLF



BACKBREAKER:

Press Away, Down, Punch
and then Defend



CHARGE:

Press Towards and Towards
quickly



CLOTHESLINE:

Press Towards and Towards
quickly and then Punch



KNEE:

Press Towards and then
Kick quickly



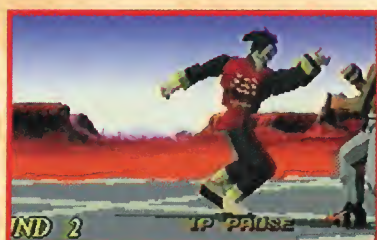
LOW KICK:

Press Down and then Kick



PUNCH:

Press Punch



UPPERCUT:

Press Diagonally Down and
then Punch



KICK:

Press Kick

PROFILE

NAME: Wolf
Hawkfield

COUNTRY: Canada

AGE: 27

SEX: Male

JOB: Wrestler

BLOOD TYPE: O

HOBBY: Karaoke

Canadians are funny people, aren't they? Of course they are! Check this guy out. He calls himself Wolf and, not surprisingly, he's a wrestler. He's a bit of a power-house, and is the strongest character in the game to play as. He has a number of mean and powerful special moves, most notably throws, but he's also a mean kicker. His brilliant uppercut and basic punches really give him the edge over most of the opponents.

PLAY VS WOLF

If you hope to defeat this guy, go for nimble fighters such as Lau and Sarah – Wolf can't normally keep up with their pace. When he comes towards you, he'll almost always try to get a wrestling-hold on you. If you're quick enough, kick him in the mid-section and then jump back. Try to perform a flip-kick if you can. He won't like that, especially if you aim at the softer parts of his body.

JEFFRY



BACK BREAKER:
Press Towards and Punch



CHARGE:
Press Towards and Towards quickly



KICK:
Press Kick



LOW KICK:
Press Down and Kick



LOW PUNCH:
Press Down and Punch



PILEDRIIVER:
Press Towards quickly and then Punch



PUNCH:
Press Punch



THROW:
Press Diagonally Down, and then Defend, Punch and Kick together

PROFILE

NAME: Jeffry

McWild

COUNTRY: Australia

AGE: 36

SEX: Male

JOB: Fisherman

BLOOD TYPE: A

HOBBY: Reggae Music

Jeffry is one of the strongest characters in the game. His main strength is in the throws and strangle-holds that he performs. Most of his attacks revolve around crafty throws and locks, so be sure to make good use of these in the fights. He has a fair smattering of special moves as well and is one of the games most powerful characters. His only weakness is his lack of speed, but he makes up for this with well timed blows.

PLAY VS JEFFRY

Small and tricky little characters such as Pai and Sarah are most effective against this guy. He won't know what's hit him if you're on form. Attack him with plenty of kicks and punches in order to weaken him. After you've done this, launch a succession of throws on him. Keep an eye out for his long kicks and deadly punches and you should be fine against him. Just don't let him get a hold on you.

KAGE



FLIP KICK:

Press Diagonally Up and Away, then Kick



KICK:

Press Kick



LEG THROW:

Press Away and Punch



LOW KICK:

Press Down and Kick



OVERHEAD THROW:

Press Towards and Punch



PUNCH:

Press Punch



ROUNDHOUSE:

Press Defend and Kick



THROW:

Press Away and then Towards quickly, then press Punch

PROFILE

NAME: Kagemaru

COUNTRY: Japan

AGE: 21

SEX: Male

JOB: Ninja

BLOOD TYPE: B

HOBBY: Mahjong

Kage, being a ninja, knows a thing or two about the old martial arts! He has several powerful kicking moves at his disposal; but having said that, his punches and special moves are also pretty damn hot. He uses his super-fast agility and quickness to his advantage in fights, making good use of those attributes in his footsweeps. His motivation?

Well, he's out for revenge against the man who killed his mum.

PLAY VS KAGE

Play as a small and nimble character when you fight against Kage, then you can match the sucker move for move, and beat him at his own game! Kage is very quick and agile, and he'll not hesitate in using footsweeps against you. If you're not careful, he'll get you in a lock and throw you up in the air with his leg. Not a nice guy really.

SARAH



CHARGE:

Press Towards, Towards and then Punch quickly



COMBO KICK:

Press Punch, Punch, Punch and then Kick



FINISHING OFF DOWNED OPPONENT:

Press Up and Punch quickly



JUMP KICK:

Press Up and then Kick



KICK:

Press Kick



KNEE:

Press Towards, Kick and Kick quickly



LOW KICK:

Press Down and Kick



PUNCH:

Press Punch



PROFILE

NAME: Sarah Bryant

COUNTRY: America

AGE: 20

SEX: Female

JOB: College Student

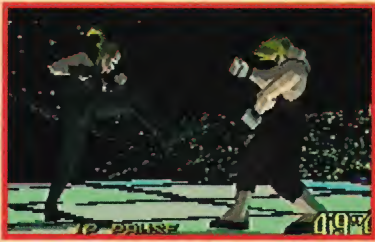
BLOOD TYPE: AB

HOBBY: Sky Diving

If you're looking for a fast fighter with great kicks and, erm, long blonde hair, then Sarah is probably your best bet. She has some rather nifty special moves at her disposal, including a double illusion kick and a brilliant combo which ends in a rising knee. Her extra-agility gives her an advantage over other fighters.

PLAY VS SARAH

Sarah does most of her attacking by kicking her opponents, so keep your distance and get ready to retaliate by using uppercuts if you can. Don't get too near, or else she'll have you in a headlock quicker than you can say "Blimey! That WAS quick!". As well as her lightning fast kicks, she can also jump away from your attacks, so get ready to pin her down as soon as she attempts it. This girl is a tricky and tough opponent.



COMBO KICK:

Press Punch, Punch,
Punch, Kick quickly



TUMBLE:

Press Defend, Defend,
Defend and Away when you
stop tumbling



FLYING KICK:

Press Up, Towards and Kick



KICK:

Press Kick

JACKY



LOW PUNCH:

Press Down and Punch



PUNCH:

Press Punch



ROUNDHOUSE:

Press Defend and Kick
together



SWEEPING KICK:

Press Down, Towards and
Kick

PROFILE

NAME: Jacky Bryant

COUNTRY: American

AGE: 22

SEX: Male

JOB: Indy Car Racer

BLOOD TYPE: A

HOBBY: Training

The best fighter in the game, Jacky is the man to go for if you want combos by the bucket load. Thanks to his amazing quickness and super strength, you should be able to defeat anyone with this guy – as long as you're on form, of course. His spinning knuckle punch is also a useful move that's both quick and easy to perform. A great character, both for the beginner and expert alike.

PLAY VS JACKY

When fighting against Jacky, keep an eye out for his combos. He's a fighter who's not stunned very easily, so always be prepared to block just in case he decides to launch a surprise attack of his own. Try to pull a few special moves on him and set up a few combos. Whenever he attacks you from the air, come back onto him with a roundhouse kick, it's usually enough to knock him down.

CLayFighter

Welcome to the weird and wacky world of the Clay Fighter where, once upon a time, an ordinary amusement park was struck by a mysterious clay meteor. This created a strange collection of super fighters from the survivors of the impact. Now you can take control of one of eight big, bold characters and fight to your heart's content, as you try to become king of the Circus performers. SEGA XS have all the best moves and the best tactics to help you in this difficult task, so read on and learn the secrets of the ClayFighter!

TAFFY



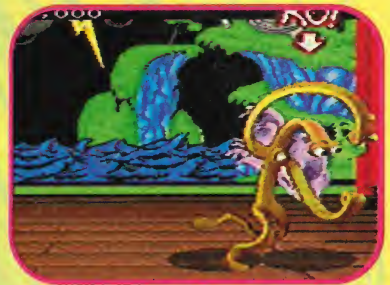
Quick Kick
Get in close to your opponent and press the A button



Low Brutal Punch
Down and Z



Twist Punch
Down, then release the D-pad as you press Punch



Taffy Whack
Away, Away, Towards and Punch



Flying Taffy
Up and C



Taffy Tornado
Away, Down-Away, Down, Down-Towards, Towards and Punch



Flying Tornado
Towards, Down-Towards, Down, Down-Away, Away and Punch



The Spook
Towards, Away, Towards and C



PROFILE

Likes: Candy
Hates: Dentists
Wants: Sweets
Job: Candyman
Motto: Stretch



Taffy is in fact a huge, pulsating blob of sugar, but his punch is certainly not sweet. Taffy is able to stretch his limbs so he can hit you without getting too close and when he hits you with a Taffy Whack or Tornado, you will be unable to do anything but stagger around the screen, waiting for him to finish you off.

Play Vs Taffy

Taffy's flexible body and rock hard punch make him a hard fighter to beat, unless you get in close from early on and work on him with a number of good kick and punch combinations. If your character can throw projectiles, move right away and start to pepper him with shots. If you can't throw anything at him, the best idea is to defend at all costs when he is on his toes, but attack swiftly and strongly when you can catch him in his own half of the screen.

TINY



Swift Jab
Get in close to the opponent, press X



Brutal Kick
Towards and C



Bear Hug
Up close to the opponent then Towards & Punch



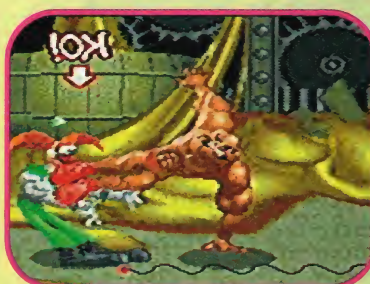
Medicine Ball
Away for 2 secs then Towards and Punch



Sucker Punch
Down, Down-Towards, Towards and Punch



Splash Down
Up & Over the opponent and X, Y, Z together



Flying kick
Up and C



Throw
Up close to the opponent then Towards and Kick



PROFILE

Likes: Weight Training
Hates: Wimps
Wants: Fights
Job: Flexing
Motto: Destroy



Tiny is a real hulk of a fellow who trains hard and fights harder. He is a member of the WCWA (World Clay Wrestling Association), which gives a clue as to the way he fights. He likes to get in close to the opponent and flatten him with powerful punches and special moves.

Play Vs Tiny

To play against Tiny is quite a hard task, he likes to come forwards and dictate the pace of the bout. Using very hard hitting punches and awesome moves like the Medicine Ball, you will really feel all his weight behind the move. His long reach also means that, if he wants, he can hang back and still hurt you – so good tactics of combat in opposition are sometimes hard to pull off. If you are quick moving and can get a good swift combination in close before defending, you will have some chance of knocking him off balance. Combat his special moves with your own and try to stay one step ahead.

BLOB



Lunch Break
Close in to your opponent and Punch



Clay Stomp
Down and C



Brutal Punch
Towards and Z



Medium Boxing punch
Towards and Y



Head Butt
Towards, Down-Towards, Down, Down-Away, Away and Punch



Flying Roundhouse
Towards, Down, Down-Towards and Kick



Flying Blow kick
Up and C



The Kisser
Down and A while in close to the opponent



PROFILE

Likes: Clay
Hates: Hair
Wants: Clay
Job: Claymaker
Motto: Bounce!



Blob was formed from the radioactive clay that was left over once all the other fighters in the circuit had been created. His fighting style is goojitsu and being the most flexible character in the game, Blob can mould and change into a variety of objects, all of which are designed to pound you into the ground.

Play Vs Blob

Blob's kicks and punches all come in different shapes and forms but all will sap your energy quickly. If Blob leaps up into the air, you can almost guarantee that he will come down on you in the shape of a boot while performing his special Clay Stomp move. There is nothing you can do about this, he will always hit home hard. What you must do, is go at him from the start and pound him hard before he can hit you too many times with his special moves. He is very open to forceful punches when he is on the ground, which is where you must keep him to have any chance of defeating him.

BLUE SUEDE GOO



Hair Punch
Towards and Z



Finger Snap
Towards and Y



Beer Belly Lunge
Towards and B



Hair Blade
Down, Down-Away, Away and Punch



Throw Slammer
Get close into the opponent and press Towards and C



Humming Attack
Down, Down-Towards, Towards and Punch



Flying Kick
Up and C



Low Quiff Attack
Down and B



PROFILE

Likes: The Music of Elvis

Hates: Helga

Wants: A Guitar

Job: Musician

Motto: Oh Baby!

BLUE SUEDE GOO

Blue Suede Goo is a hunk of burning love who thinks he is the King. His massive gut weight and the power of his cowboy boots make him a powerful fighter but his best feature is his huge teddy boy hairstyle that will strike a blow for Rock 'N' Roll and will inflict plenty of pain on the enemy!

Play Vs Blue Suede Goo

Blue Suede Goo has a very short reach but what he lacks in physique, he makes up for in his hair attacks. He can hit you with a very powerful quiff shot from clear across the other side of the screen, but if he comes under too much pressure like low foot sweeps or projectiles he does tend to buckle under the pressure. Hit him with plenty of kicks, but don't let him come in too close because his throw and his belly lunge can stun any fighter.

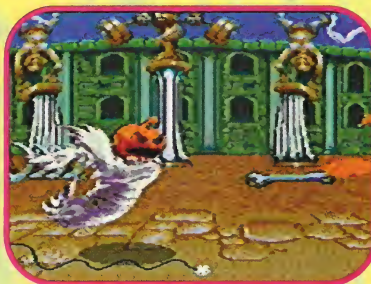
ICKY



Brutal Punch
Towards and Z



Savage Kick
Towards and C



Ecto Ball
Down, Down-
Towards, Towards
and Punch



**Over the
Shoulder**
Towards when
close-in and Kick



Munchies
Towards when
close-in and Punch



Bullet
Away for two sec-
onds then Towards
and Punch



Head Butt
Towards and Y



Ghost Kick
Up and Z



PROFILE

Likes: Night
Hates: Day
Wants: Night
Job: Fright
Motto: Run!



The circus of death is approaching and it's leader is Ickybod Clay! The forces that gave the Clays power is a substance known only to one. To the clown it is known as dominion and it's a secret that he'll give to no-one. The goo that gives Ickybod power means the circus can never be stopped. His special moves will go on until the last Clay being has dropped.

Play Vs Ickybod Clay

Ickybod is a tricky opponent but he does have one weakness. If you take the game to him and rush in with devilish combinations and high kicks, he will wilt and go on the defensive. Then you should keep moving, making sure you are out of his special move range, before going in with more powerful combinations and projectiles if your character has them. Do not be scared of Ickybod Clay. As my old Grandmother said, never be afraid of the dead, but always be wary of the living — or something!

Cartridge supplied by:
INTERPLAY,
Tel: (01235) 821 666

HELGA

SUMMARY

GAME NAME: Clayfighters
TIME TO COMPLETE: 1 day
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Easy



**Fat Mama
Flying Kick**
Up and C



**Viking Ram
Down, Down-
Towards, Towards
and Punch**



Smash & Grab
Get in close, press
Up-Towards and
Punch



Throw
Get in close, Press
Up-Towards and
Kick



Valkyrie's Ride
Away for two secs,
Down-Away, Down,
Down-Towards,
Towards and Punch



Cop This Punch
Up-Towards and Z



**Flying Brutal
Kick**
Up-Towards and C



Helmet Butt
Get in close and
press A



PROFILE

Likes: Food
Hates: Salad
Wants: Cookies
Job: Singer
Motto: Eat!



There is no doubt that Helga is big and powerful. This Viking trickster not only has a wide range of attacks, her defence is outstanding as well. Her special moves have been granted to her by the Gods of Thor & Odin and all the other fighters gaze in awe at her obvious assets!

Play Vs Helga

The Viking Ram and the Valkyrie's Ride not only sound disgusting and very interesting to participate in, they are also Helga's most powerful moves, that must be avoided at all costs. Do not give Helga the time to attack you, go straight in for the kill right from the start. Send off a projectile or complete a special move to stun her and then lay into her with all your force. Helga will defend well for the first few attacks but as you wear her down, she will start to feel the strain.

BUNKER



Coil Punch
Towards and Z



Brutal Kick
Towards and C



Flying Pie
Down, Down-
Towards, Towards
and Punch



Power Throw
Get close-in
then Up and C



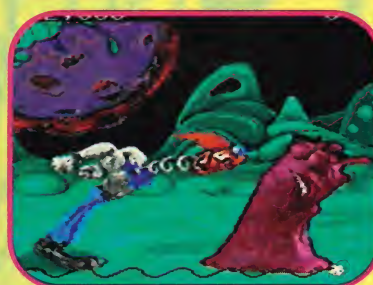
**Cutting
Cartwheel**
Away then Towards
for two secs, Away
and Punch



Punch Bag
Get close-in
then Up and Z



Low Kick
Down and B



Head Butt
Get close-in and Y



PROFILE

Likes: Pies
Hates: Crying
Wants: Buzzers
Job: Clown
Motto: Play Clay!

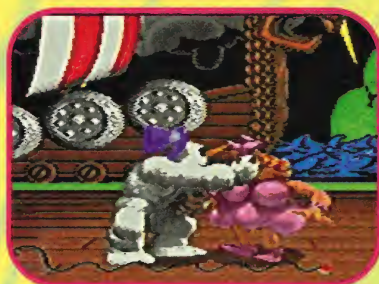


Bunker was once a friendly clown, who now hides an evil secret behind his funny appearance. He uses some of his old clown act to hurt his opponents, like his Cartwheel special move. Bunker can appear harmless, until you get hit by him!

Play Vs Bunker

Bunker is a fast and agile mover who strikes while the iron is hot and you are on the attack. Let him come towards you before unleashing a special move that will catch him off guard. When he's stunned, attack his clown legs with sweeps and low kicks before hitting him with a power punch and then moving back. Bunker will play hard but if you keep cool and let him do the leg work, he will wear himself out quickly. To defeat this crazy clown is all down to patience, speed and knowing when to make the correct move.

BAD MR. FROSTY



Brutal Punch
Press the Z button
when close in to
your opponent



Flying kick
Up and any of the
kick buttons



Frozen Fist
Down, Down-
Towards, Towards
and Punch



Snowball
Away for 2 seconds,
then Forward and
Punch



The Snowslide
Away, Away-Down,
Down, Towards-
Down, Towards and
Kick



Sweep kick
Down and B



Low Punch
Down and Y



Grab
In close to your
opponent, Up and Y



PROFILE

Likes: Snow
Hates: Fire
Wants: Winter
Job: Snowplough
Motto: Chill Out!

BAD MR. FROSTY

Once a mild mannered Snowman, now a raging abominable one! He lives for the big freeze and likes nothing more than knocking his opponents out cold. Frostie's special moves are designed to hit hard, with his Frozen Fist and his Snowball Set special moves he will cause real damage.

Play Vs Bad Mr Frosty

Bad Mr Frosty is quite a big, cumbersome fellow, who will hit you hard if you get too close at the wrong time. It is always a good idea to attack him in bursts and then retreat in case he unleashes one of his icy special moves on you. The frozen fist will cause damage but the Snowball move can mean curtains for the unfortunate fighter on the receiving end.

STREET FIGHTER III

Conflict has been with mankind ever since he emerged from the primeval swamps at the dawn of time. Generation after generation has battled with each other, always attempting to better themselves by violent means. It therefore comes as no surprise to learn of a contest, running for centuries, to discover the World's greatest fighter. This contest was forced underground long ago by the authorities, but due to its huge popularity it continued regardless. The competitors are urban warriors, gathered from every corner of every Continent, and the battles they fight are glorified in the ultimate beat-'em-up — ***Super Street Fighter III***

With four outrageous new characters, all the original 12 Street Fighters and a host of new, improved special moves this is one rough, tough cart, guaranteed to blaze a glorious trail across the Mega Drive market. However, these guys are also big, bad and dangerous to know! Luckily we at SEGA XS have tamed every one of the 16 warriors to bring you the exclusive players' guide. Every character exposed, every move analysed and every tactic revealed. SEGA XS — the best just got better!



BALROG

A former boxing champ, Balrog was banned from the ring because he was too aggressive! He views anyone who uses kicks in their attacks as weaker and inferior to him, as he only ever uses his upper body in combat. He has the widest range of punches in the game. He may be a limited fighter, but he's extremely effective.

PLAY VS BALROG

Keep on the ground at all times — his lethal uppercut puts pay to any aerial attacks. Deliver plenty of punches to his body. He may be capable of dishing out a few bruises, but he sure can't take a licking! This is where the faster characters come into play. They're able to launch an attack and move before Balrog retaliates. He's also easy to grab and throw, as well as being vulnerable to low kicks and punches. As a boxer he's never got used to fighting below the belt!

Dash Punch:

A for 2 secs, then T & Punch
The most powerful move Balrog can perform, the Dash Punch does its job well.



Final Punch:

All three punch buttons
The length of time you hold down on the buttons determines the strength of the final product!



Lashing Uppercut:

D & Hard Punch
Great against attacks from the air, this is one uppercut that really means business.



Shoulder Butt:

D for 2 sec's, U & punch
If your opponents are proving to be a pain in the butt, you can always try out this manoeuvre on them!



Head Butt:

T & Hard Punch
The big guy grabs hold of the opponent and begins head butting the poor fellow to a pulp.



Aerial Head Smasher:

U & Hard Punch
Bring down all that pent up rage and aggression on your opponent with this great little move...



Uppercut:

D & Punch
Similar to the Lashing Uppercut, this is a decent enough move to combat those pesky aerial attacks!



Elbow:

T & Punch
A smash in the face with the elbow is bound to weaken even the toughest foe.





M BISON

Bison is a bit of a mystery man. All we really know is he's the leader of a huge and vast criminal organisation called ShadowLaw. Bison is the man to beat in the Championship and as such he's a very powerful fighter to go up against. All his special moves are killers — just take a look at his powerful Flaming Torpedo move!

PLAY VS BISON

Bison is arguably the toughest character to beat. He almost always starts fights with a quick burst of his Flaming Torpedo move, so be ready for it and get blocking. His Spinning Kick and Head Stomp moves are also favourites. The only way to counter them is to leap into the air and deliver a few blows to his face. He's a fighter who's not stunned very easily, so always be prepared to block just in case he decides to launch an attack of his own.

Flaming Torpedo:

A for 2 secs, then T & Punch
THE move for Bison, the Flaming Torpedo causes a bit of grief for anyone in its way.



Head Stomp:

D for 2 secs, U & Kick
You too can stomp on someone's head, kick them in the face and then slide kick them — all in one move!



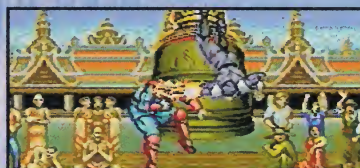
Somersault Kick:

A for 2 secs, then T & Kick
A rather spectacular looking manoeuvre, this is also deadly to an opponent's energy levels...



Flying Psycho Fist:

D for 2 secs, then U & Punch
A scary move if ever there was one, this is one mean mother of an attack.



Flying Punch:

U & Punch
Make your punches really hit home with this fast paced attack. Used correctly it can wipe out the enemy.



Throw:

T & Hard Punch
Make your opponent eat some dirt with this powerful throw. Follow up with a flurry of punches.



Sliding kick:

D & Hard Kick
A useful move, this low level attack knocks the enemy off balance. Perfect when following up with a special move.



Fiery Fist:

Hard Punch
Nothing spectacular about this basic move, Bison's got such strong special moves he doesn't need any more!





BLANKA

Blanka gained his beastly appearance when a lightning blast struck him and mutated his body. Everything he knows about combat comes from years of living wild in the jungle. As you can imagine, his fighting style involves mainly claw and bite attacks. A ferocious fighter, Blanka is capable of turning a fight around in an instant. The Lightning Bolt Hit also means he can charge his body up and generate electricity.

PLAY VS BLANKA

Always be on your guard whenever you fight Blanka. He attacks with all the speed and power he can muster. His lethal Electrification move takes you out if you make contact with him, so react quickly when he crouches before using this move. His Cannonball and Head Bite moves are tough attacks to defend against. Try jumping to avoid the Cannonball attack and pressing all the buttons to get away from his bite.

Cannonball:

A for 2 secs, T & Punch.

The cannonball is a great move, which is quick enough to catch many opponents off-guard.



Vertical Cannonball:

D for 2 secs and then U & Kick.

Similar to the Cannonball, the Vertical Cannonball is useful when the enemy jumps in at Blanka.



Beast Leap:

A for 2 secs, then T and Kick.

A good move when under pressure, it makes many opponents quake in their boots!



Electrification:

Press punch button repeatedly.

One of Blanka's best moves. One touch and it's barbecue time for any hapless fool in the way!



Face Hugger:

T & Hard Punch

There's nothing like a bit of raw cheek-bone in the morning. A move with plenty of bite!



Head Butt:

Stand next to opponent and hard punch.

A good move that, if used at the right time, executes a useful double hitter for extra combo points.



Knee:

T & Medium Punch

A kick in the family jewels isn't much fun. This certainly sends anyone through the pain barrier..



Back Flip:

U & Hard Kick

An offensive and defensive manoeuvre all in one. Protects against attack and stuns the enemy.





CAMMY

Cammy is a girl who has it all — a pretty face, slim body, nice, er, Doc Martins. Cammy's special moves really are something special, just look at these examples — The Cannon Drill, the Thrust Kick, the Thigh Press and the Spinning Knuckle. As well as great special moves, Cammy is also one of the fastest fighters on the circuit. All in all she's one powerful fighter.

PLAY VS CAMMY

Cammy does most of her attacking from the air, so keep your distance and get ready to retaliate using uppercuts. Stay clear of Cammy at all times and, if you have them, launch fireballs to stun her. Once she's stunned, you can then jump into the action and throw her to the ground. Jump back again and repeat the process from the beginning. It's tough though, she's so quick that it's very difficult to pin her down.

Cannon Drill:

T, D, D-T & Kick

Not only is this a very rude looking move, but it's also painfully effective. Give it a go!



Throw:

T & Hard Punch

A move that can cause some serious damage to any opponent. Also incredibly quick.



Spinning Knuckle:

A, A-D, T & Punch

A useful move to perform if you have a good command of the joy-pad. It inflicts plenty of pain.



Neck Throw:

T & Hard Kick

Grab hold of the opponent by the neck and bury them into the ground — smashing!



Flying Punch:

U & Punch

Make your punches fly with this, super-duper special move. Nothing can stop those speedy fists!



Thigh Press:

T & Punch

Cammy's throw begins with a grapple! It's a powerful attack that can knock most foes off balance...



Kick:

Any Kick button

The basic kick is elevated to new dimensions of power by this super girl's awesome speed.



Thrust Kick:

T, D, T-D & Kick

A very effective attack that can stun almost any opponent into submission, when used correctly.





CHUN LI

Tough to defeat, Chun Li is ideal for beginners. Her fighting style mainly consists of kicks and spins, while her awesome speed should be used to the full. Her Fireball and Backflip moves are some of the most useful in the game, while her famous Lightning Kick and Special Turbo Kick are enough to give any opponent the shivers!

PLAY VS CHUN LI

She performs most of her attacks from the air, so stay on the ground and be ready to counter attack. A Dragon Punch (as used by Ryu, Ken and Sagat) usually sorts her out. Use her vulnerability when she lands, to launch a few well timed round-house and high kicks. Try to keep your distance as her

Lightning and Spinning Bird kicks are bad for your health! Defend yourself with Fireballs and Drill attacks. Lastly, whenever she leaps away block to avoid her Head Stomp manoeuvre.

Lightning Kick:

Press any Kick button repeatedly. Yes, you too can inflict up to five or six hits every time you perform this cunning and simple attack!



Swivel Kick:

Press T & Kick

A good, hard hitting kick that certainly knocks the wind out of your opponent. Tough to avoid too.



Spinning Bird Kick:

D for 2 secs, up & Kick.

This sends her into a flurry of hits, but takes time to activate. However, it's still hard to defend against.



Flip Kick:

Towards & Kick

This rather smart move not only gets you closer to the opponent, but also protects you from any attacks you may run into.



Elbow:

Close to opponent & Punch

A useful move to add at the end of a combo to really damage your opponents. Puts the icing on the cake!



Shoulder Charge:

Close to opponent & Hard Punch

This attack takes loads of energy from your opponent and is one of the easier moves to execute...



Pile driver:

Towards & Hard Kick

The Pile Driver is a deadly move, which drains a lot of an opponent's energy if timed to perfection.



Fireball:

Away for 2 secs & then Towards & Punch

This is a little tricky to perform, but once mastered is a similar weapon to Ken or Ryu's Dragon Punch.





DHALSIM

Dhalsim has the ability to stretch his body thanks to years of dedicated meditation. His kicks and punches reach across the screen, but that's not all, he also has the ability to fire flames from his mouth, burning opponents to a crisp!

PLAY VS DHALSIM

Dhalsim often leaves himself open to punches and kicks to the mid-section. Try to get a lot of hard hits in to weaken him. If you give him half a chance, he counteracts your attacks with some special moves of his own, so try to keep attacking furiously. His Yoga Flame and Corkscrew are damaging if they come into contact with you. Avoid these moves by jumping in the air and keeping your distance. Never get too close without launching an attack. Dhalsim preys on indecision and his stretch attacks will soon seek out weak opponents

Yoga Flame:

A, A-D, D, D-T, T & Punch.

A good close combat move to perform, you can really burn someone's face with this one!



Yoga Fire:

D, D-T, T & Punch

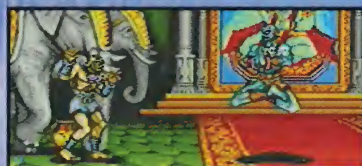
Dhalsim's answer to the fireball — a great weapon to use for long range attacks.



Yoga Teleport:

T, D, D-T & Punch

The teleport move is an effective way of getting out of trouble without taking too many risks.



Head Butt:

Next to Opponent & Hard Punch

You can hit your opponent twice with this manoeuvre and gain loads of extra bonus points for combos.



Head Smash:

T & Medium Punch

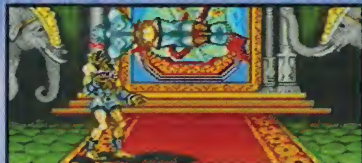
A dangerous move for an opponent to get trapped in, the Head Smash weakens them in a big way!



Corkscrew:

U, D & Punch

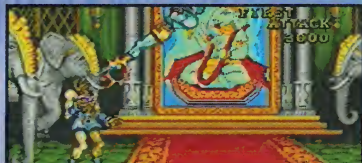
This one tears into the opponent and drains them of a lot of energy, before they have the chance to react.



Vertical Corkscrew:

U, D & Kick

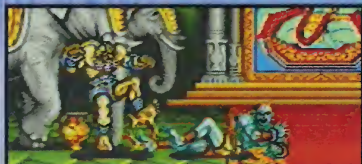
Similar to the normal corkscrew, this move stuns your opponent, giving you time to get in a strong hit...



Slide:

D & Hard Kick

This is a great move to knock your opponent off-balance and send him tumbling to the ground.





DEE JAY

Dee Jay is one of those people who is in love with life. Whenever you see him, he is sure to have a smile on his face. He supposedly has natural rhythm, which is a great help during any fight, and is also a world famous musician. He fights with a style similar to kickboxing so most of his strongest attacks revolve around kicks. He has a fair smattering of special moves and is one of the games most powerful characters.

PLAY VS DEE JAY

Small characters such as Cammy, Ryu and Chun Li are very effective against this guy. Attack him with plenty of small kicks, followed by large ones to stun him to the ground, before launching a succession of throws on him. Keep a good eye out for his long kicks and ultra-powerful punches, and you should be alright.

Max Out:

A for 2 secs, then T & Punch
A lethal uppercut that will put pay to any attempted aerial attacks sent in your direction.



Double Dread Kick:

A for 2 secs, then T & Kick
You can lay two rapid-fire kicks onto the enemy with this dangerous special move...



Hyper Fist:

D-T for 2 secs, then U & Punch
More pain than you could ever expect from a punch attack can be yours if you manage to pull off this move!



Somersault Throw:

T & Hard Kick
Grab hold of the enemy and somersault them right over your head. A great move to watch.



Overhead Throw:

T & Hard Punch
A different throw to the Somersault Throw, but achieves exactly the same effect.



Slide Kick:

D & Hard Kick
A very useful move for knocking your opponent over with. Follow up with some quick punch combos.



Flying Punch:

U-T & Hard Punch
This is a crushing move that has all of Dee Jay's vast weight behind it. Awesome to witness.



Flying Kick:

U-T & Hard Kick
Dee Jay's long legs reach the characters others cannot reach!





FEI LONG

Fei Long bears more than a passing resemblance to Bruce Lee. Like the great man himself, Fei Long made up his own fighting style and appeared in countless big budget movies. He eventually got bored of this wild lifestyle and settled down a bit, before getting involved with the world of street fighting. So far, he hasn't done too bad, and he now looks ready to challenge the big boys for the title.

PLAY VS FEI LONG

Remember to block or jump over all of his special move attacks. If you're able to get a few footsweeps in or punches to his mid-section, you should get him on the run. It's hard to beat Fei Long with nimble characters such as Chun Li, as he is always able to get in a kick before you can. Never stop attacking him when you have him stunned, because he simply turns the tables on you and leaves you gasping.

Rekka Ken:

D, D-T, T & Punch

You can perform this moves up to three times in a row for maximum damage!



Rising Dragon Kick:

A, D, A-D & Kick

Similar to Chun Li's Lightning Kick, inflicts huge amounts of damage on the opponent.



Overhead Throw:

T & Hard Punch

This move takes loads of hits away from the enemy, without any risk to you!



Throw:

T & Hard Kick

Use this move to drain loads of valuable energy from your enemy. Pleasing to watch!



Flying Kick:

U-T & Kick

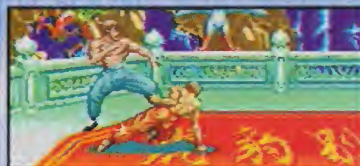
The lightning fast speed of Fei Long is one of his best assets – as this move proves.



Low Kick:

D & Kick

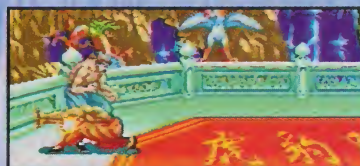
This is a good move that's able to take plenty of energy in a short space of time.



Low Punch:

D & Punch

Similar to the normal punch, this one enables you to gain the upper hand on all of those opponents bigger than you.



Knee:

T & Medium Kick

Hitting them in the place where it hurts most, this move also drains loads of energy.





GUILE

Being a rock hard member of an army regiment, Guile knows a thing or two about hand-to-hand combat. Arguably one of the most agile fighters, he is fighting in the tournament not only to prove his worth, but also to avenge his friend's death, at the hands of none other than the evil Bison! Guile is particularly effective in the air, dishing out pain with his Sonic Booms and Flash Kicks. His other great strength is his punching — he's capable of dishing out hundreds of blows per second!

PLAY VS GUILE

Guile will almost certainly try to get the upper hand with his Sonic Booms, so always be ready to jump over these. A few low punches and foot sweeps on your part, and soldier boy should be having problems. Try not to attack him with flying kicks and other aerial manoeuvres as he will undoubtedly get the better of you.

Reverse High Kick:

Stand near opponent & press Hard Kick

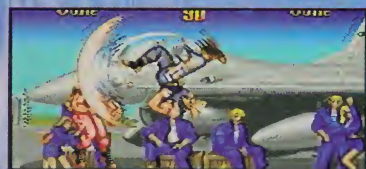
This is an excellent move for sapping your opponents energy, without risking your own.



Flash Kick:

D for 2 secs then U & kick.

You can charge this move up while blocking the enemy's attacks and then let rip with a vengeance!



Sonic Boom:

A for 2 secs, then T & Punch.

This is a better projectile than a fireball, but it's obvious to the opponent when you're preparing it.



Suplex:

Into Opponent & Hard Kick

A good, decent, energy-sapping move, that drains the bad guy's will to live. Ideal against slower fighters.



Mid-Air Throw:

U & Hard Punch

Grab hold of the opponent in the air and throw them into the ground. Eat dirt scumbag!



High Kick:

Hard Kick

Another decent kick to perform, this one will leave your opponent gasping for breath!



Knee:

T & Medium Kick

A bit painful to be on the receiving end of this one, but a very effective move nonetheless.



Uppercut:

Near opponent & Hard Punch

This will stop most aerial attacks without causing you any damage. Ideal against faster fighters.





E HONDA

Honda is Japan's greatest Sumo wrestler. He uses his obese body as a weapon against his opponents; especially the slimmer ones such as Chun Li and Cammy. Being fat does have its drawbacks, his is a distinct lack of mobility. As well as being exceptionally slow, he also has trouble jumping. Honda's Hundred Hand Slap and his throwing and belly flop moves can prove lethal.

PLAY VS HONDA

Big, bad Honda is certainly a hard chappie alright. His Hundred Hand Slaps and Torpedo manoeuvres give most characters plenty of problems. The Hundred Hand Slap is easily avoided by jumping over it with the quicker characters, such as one of the girls or Fei Long, the quickest male character, and planting your foot in his face. Similar to this the Torpedo can be beaten by leaping into the air or by sending a few well aimed fireballs in his general direction.

Sumo Torpedo:

Away for 2 secs, T & Hard Punch.
Honda's body is a deadly weapon once this attack has been activated, so keep well clear!



Hundred Hand Slap:

Punch Repeatedly

A deadly manoeuvre, which is a tricky one for an opponent to wriggle out of, especially in the corner.



Sumo Smash:

U-T & Kick

Now this is one attack that I wouldn't want to be on the receiving end of — makes the opponent into a pancake!



Hug:

T & Punch

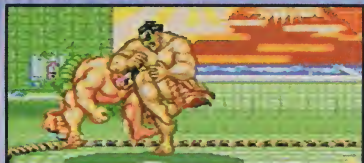
Has Honda come over all friendly? Well, no not really — it's a bloody painful move!



Knee:

T & Medium Kick

Grab your adversary by the hair and give them a bit of your knee in their face!



Flying Kick:

U-T & Hard Kick

Make your opponent get a whiff of your smelly feet with this deadly move, excellent for draining energy



Chop:

Hard Punch

The chop is both effective and painful to use. It's also very easy to execute, so use it frequently.



Flying Chop:

U-T & Hard Punch

This is a deadly move, sending the whole of Honda's vast frame crashing down on his opponent.





KEN

Ken is a very similar character to Ryu. This is partly because both trained at the same Dojo, and have very similar fighting styles. Ken's specialities are Dragon Punches and Hurricane Kicks, which, when used correctly, make him a very hard opponent to defeat. One thing Ken definitely has in his favour is his ability to put together combinations quickly and easily, which makes him a hard character to go up against.

PLAY VS KEN

While Ken is pulling off one of his Dragon Punches, he's vulnerable to attacks from punches or kicks. Just before he sends out a fireball, he steps back slightly and then leans forward — a good warning sign. If you can't attack him in time, always remember you can avoid a fireball by jumping over it. Ken also has the knack of throwing you into a corner and kicking and punching you to death. Quick characters such as Chun Li, Guile and Cammy are very effective against this.

Axe Kick:

Next to Opponent & Hard Kick — A double hitter with double power — a great way to get out of a pressure situation!



Dragon Punch:

T, D, D-T & Punch

The normal Dragon Punch is a perfect defence against aerial attacks from the quicker characters.



Fireball:

D, D-T, T & Punch

This long-distance attack takes energy even when your opponent blocks it.



Hurricane Kick:

D, D-A, A & Kick

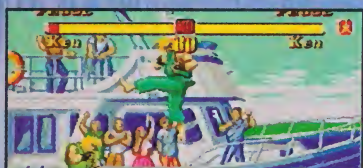
Unpredictable and hard to stop, this attack stuns most opponents into submission.



Aerial Hurricane:

U, D, D-A, A & Kick.

Just like the normal, but effective, Hurricane attack, this is its fast-paced aerial counterpart.



Overhead Throw:

Towards & Hard Punch

A great attack, sending your opponent reeling with pain, allowing you to move in for the kill.



Somersault Throw:

Towards & Hard Kick

Another great throw that sends your opponent onto the back foot, allowing you to storm into attack.



Footsweep Kick:

D & Hard Kick

Best used in conjunction with a high kick, this move sends your opponent crashing to the ground.





RYU

Ryu isn't really much to look at, he doesn't perform any really snazzy moves; but what he does do is win fights, and that's good enough for most people. His Dragon Punch is particularly effective against flying attacks, while his Hurricane Kick is a dangerous attack, turning the tide of a battle in one swift move. Both of these moves pale in comparison to the Fireball. Use the Fireball to stun the opponent and then launch into them with a Hurricane Kick to really cause some pain. As mentioned before, both Ryu and Ken have very similar fighting styles.

PLAY VS RYU

As soon as Ryu attempts to pull off a special move immediately launch into a special move of your own. Whenever he attacks you from the air retaliate with a roundhouse kick as soon as he starts to come down. Jump over any fireballs he sends or send one of your own to counteract it. Keep an eye on Ryu at all times, as he really has the ability to take you out!

Dragon Punch:

T, D, D-T & Punch

This certainly puts pay to any aerial attacks the enemy attempts to take you out with!



Red Fireball:

A, A-D, D, D-T, T & Punch

A mega powerful version of Ryu's basic fireball, this version automatically stuns the opponents!



Fireball:

D, D-T, T & Punch

Your basic fireball attack, this is one of Ryu's most famous moves — usually works a treat.



Hurricane Kick:

D, D-A, A & Kick

If you manage to pull off this handy manoeuvre, your opponent can be hit up to seven or eight times!



Aerial Hurricane Kick:

U, D, D-A, A & Kick

A move that is very similar to the Hurricane Kick, this one comes in very handy indeed!



Throw:

Towards & Hard Punch

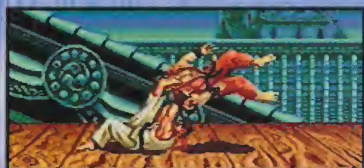
A good move, enabling you to get the upper-hand on all of those tricky foes.



Somersault Throw:

Towards & Hard Kick

This move drains a lot of energy from your opponent, leading the way for yet another victory!



Scissor Kick:

Next to Opponent & Hard Kick
Not one, but two wild and crazy hits can be gained from this move!





SAGAT

Sagat used to be the champion, until he was beaten by Ryu, but he now plans to regain the title at any cost. Looking just a little bit like the main baddie in the Van Damme film *Kickboxer*, Sagat has several powerful kicking moves at his disposal. His punches are also dangerous, as are his special moves. Just take a look at his Tiger Uppercut!

PLAY VS SAGAT

Small and nimble characters, such as Ryu, Chun Li and Cammy are effective against him. They quickly jump out of the way of his long and powerful kicks and quickly mount a counter-attack. Sagat uses his lethal Tiger Uppercut to knock down any aerial attacks, so stay low. Hit him with lots of quick, small kicks to strike first blood. Use long, sweeping kicks to knock Sagat off-balance and then leap into the air and deliver a few flying kicks.

Tiger Shot:

D, D-T, T & Punch

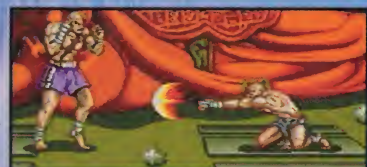
Quick, powerful and very painful, this is one attack you won't want to miss out on!



Low Tiger Shot:

D, D-T, T & Kick

Most of the opposition will not expect a low attack such as this and, as such, it's very difficult to avoid.



Tiger Uppercut:

T, D, D-T & Punch

One of the most famous *SFII* samples can be heard if you manage to perform this special move.



Tiger Knee:

T, D, D-T & Kick

Tiger Shot, Low Tiger Shot, Tiger Uppercut and now Tiger Knee. All equally effective.



Overhead Throw:

T & Hard Punch

A throw you need to get close to the opponent to perform. Ideal for following up with a special move.



High Kick:

Hard Kick

A very high kick this one. Takes the opponent out before they know what's hit them!



Flying Kick:

U & Kick

Plant your foot in to the bad guys face, while travelling at 100 mph through the air — Groovy!



Low Kick:

D & Kick

This moves sweeps the opponent off his feet. A humiliating experience for any fighter.





CHUN LI

T. Hawk has entered the tournament with one thought on his mind — revenge. This is because the American Indians native homeland was taken away from him and destroyed by Bison.

He was forced to move his tribe to Mexico and live a life of poverty. He's an extremely powerful fighter, who's only weakness is a lack of speed. Thanks to his Native American wrestling techniques, T. Hawk is a fighter that's very hard to avoid.

PLAY VS T. HAWK

T. Hawk is most vulnerable when attacked from the air, so characters such as Guile and Vega are most useful against him. If the big guy comes towards you, he usually attempts to grab you in a head lock, so try and keep your distance. He is also vulnerable to attacks in the middle of his body, aim your punches for this area for the best results. When he launches into a flying kick, retaliate against him by dealing out an uppercut.

Condor Dive:

U & All 3 Punch buttons

While in mid-air, dive down on your opponent and inflict massive damage to their energy levels.



Thunder Strike:

T, D, D-T & Punch

One of the deadliest attacks T. Hawk can muster, this makes a great finishing move.



Storm hammer:

Press pad 360° and press any Punch

A whirling blaze of death befalls anyone who is unfortunate enough to step in your way.



Neck Slice:

Medium Punch

A bruisingly painful chop, sending most opponents home in a body bag!



Thunder Move:

Kick

A devastating move. Use this to get out of those tricky situations where there's no time for a special move.



Flying Kick:

U & Kick

An excellent move that can cause an opponent to lose a lot of energy very quickly!



Low Kick:

D & Kick

Catch your foe off guard with this deadly sweeping move, then follow up for the kill.



Flying Punch:

U & Punch

An impressive move to behold, which also packs a huge punch when it connects.





VEGA

The man with the iron mask is a tough character to beat, thanks mainly to his agility and special moves. He is of Spanish origins, but combines the skills of a matador with the mastery of Ninjitsu. Vega has a number of mean and powerful special moves at his command, including the Claw Dive and Claw Roll. He's a very good kicker, and his punches contain the added power of his claw.

PLAY VS VEGA

The main advantage Vega has is his speed, so go into the fight on the attack to have any hope of winning. He tends to leave himself open to flying kicks and uppercuts, so go for these moves as often as possible. If Vega has half a chance, he goes for an energy draining throw, keep clear to avoid these. In this sense quick and agile fighters give him the most problems. Chun Li and her Lightning Kicks can be very effective.

Claw Dive:

D for 2 secs, U & Kick, then Punch

If you're fighting in Spain, you start the move off by leaping up on the wire first.



Face Slash:

Any Punch

A good way to take out an enemy is to punch them with the claw for added energy and power.



Isno Drop:

D for 2 secs, then U & Kick, then A & Punch

Just the same as the claw dive, the only difference being the throw at the end of the move.



Claw Thrust:

D for 2 secs, then U & Punch

A deadly move that puts the wind up any opponent unfortunate enough to be in the way.



Crystal Roll:

A for 2 secs, then T & Punch

When you use this special move, you roll across the screen and deliver some mean damage!



Backward Roll:

All 3 Punch buttons

Defend yourself from any attacks, while at the same time hurting the enemy's energy levels.



Throw:

T & Hard Punch

A back shatteringly good move, the throw is one attack you can't afford to be without!



Low Kick:

D & Kick

A good, useful move to make that can knock almost any foe off-balance, before you pound them!





ZANGIEF

The Russian power-house certainly knows a thing or two about wrestling — he used to grapple with bears while training in Siberia! Zangief is definitely a hand-to-hand combat guy, get caught in his Pile Driver or Back Breaker move and it's curtains for you. His main problem is a lack of mobility and jumping. He may be strong, but he can't defend himself effectively against aerial attacks, which in the end makes him a bad choice.

PLAY VS ZANGIEF

Nimble fighters such as Chun Li, Cammy and Guile are best, as Zangief simply can't keep up. When he comes towards you he always attempts to get a wrestling hold on you. If you're quick, kick him in the mid-section and then retreat. Whenever the big guy goes into a spinning Clothesline move, avoid it by ducking down and sliding into him. He's also vulnerable to uppercuts from this position.

Spinning Pile driver:

Rotate pad 360°, T & P.

A tough move to perform, but one hell of an energy-sapper! Use when close to the opponent.



Bear Crusher:

Rotate pad 360°, T & P

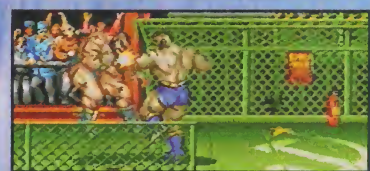
A devastating move, this one can only be done when far away from the opponent.



Clothesline:

Press two Kick buttons

A very effective defence against attacks from the air, needed against the nimble fighters.



Face Bite:

Next to opponent & Hard Kick

A painful move to watch, as the Russian rips into the enemy! This one can drain a lot of energy.



Face Crusher:

Next to opponent & Medium Kick

Another rather painful move to watch, this also manages to drain a lot of energy from your opponent.



Siberian Suplex:

Press Pad 360° & Press Kick

A great deal of agony is involved if you happen to be on the receiving end of this move.



Pile Driver:

T & Medium Punch

A sure way to drain an opponents energy, without much risk to yourself.



Back breaker:

T & Medium Kick

Perform this move and watch the bones crack. You'll be laughing all the way to the Russian Bank!



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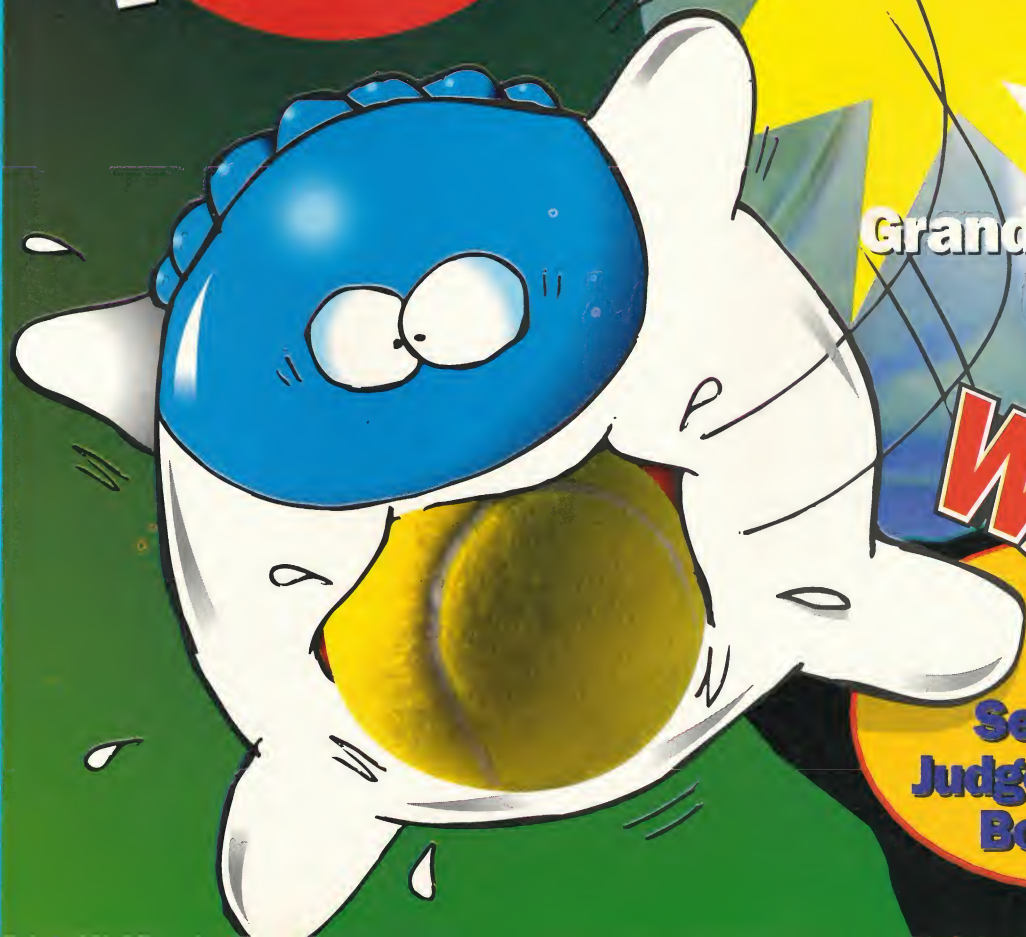
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COSMIC CARINAGE

In a frantic attempt to escape a lifetime of hard labour on an Interstellar mining project, a shipload of criminals have hijacked their prison barge and used it to ram into a military cruiser. The damage was extensive — only four members of each ship survived. Now they must fight each other to the death for the opportunity to escape the dying ship via the only escape pod.

SEGA XS has all the best moves and tactics to solve this, the first 32X fight game, exclusively for you. So eyes down and look in for the complete guide to the first 32X beat-'em-up.

CYLIC



PROFILE

An Entomologist's nightmare, this fighter is fast and agile with a number of projectile attacks that allow him to wreak havoc from a distance. Cyclic is just as dangerous when he uses either kind of Armour, his Neck throw move will plant you into the ground and his quick combinations will ensure a tough fight.

PLAY VS CYLIC

Cyclic has a lot of projectile moves which he will tend to use towards the end of the fight. This means he will come forward with powerful kicks and punches in the first half of the bout, before retreating to his special moves. This tactics is your opportunity to undertake a full scale attack at the start, making use of you own projectile moves if you have them. When Cyclic retreats to projectile distance, you should do the same to give yourself enough time to jump over the projectiles when they fly towards you.

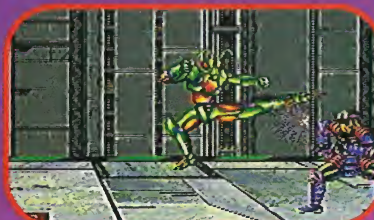
If you are quick enough to get Cyclic trapped in a corner, try low sweeps in order to knock him off balance and then follow up with hard kicks. Never get too close to him though, as his Neck Throw move, which can be used in either armour style, will stun you and allow him to get back on top of the fight.



ENERGY

SMASHER

LIGHT ARMOUR
DOWN, DOWN-
TOWARDS, TOWARDS &
PUNCH.



GRAVITATION

CRUSHER

LIGHT ARMOUR
WHILE IN MID-AIR PUSH
AWAY, TOWARDS &
KICK.



ENERGY

THUNDER

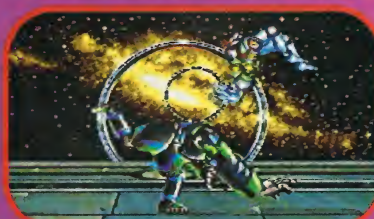
HEAVY ARMOUR
PRESS ANY KICK
BUTTON REPEATEDLY.



GRENADE

ATTACK

HEAVY ARMOUR
AWAY FOR 2 SECS,
THEN TOWARDS & C OR
Z.



NECK THROW

ANY ARMOUR
MAKE CONTACT WITH
THE OPPONENT, THEN
PUSH AWAY, TOWARDS
& PUNCH.



FLYING KICK

ANY ARMOUR
UP, TOWARDS & KICK.



HAMMER PUNCH

ANY ARMOUR
UP, TOWARDS &
PUNCH.

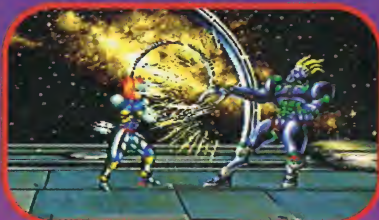


DOUBLE FOOTER

ANY ARMOUR
DOWN & KICK.

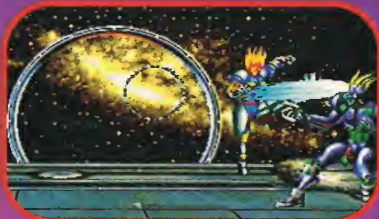
FURY PUNCH

LIGHT ARMOUR
PRESS ANY PUNCH BUT-
TON REPEATEDLY.



BLOODY SPIRAL

LIGHT ARMOUR
AWAY, AWAY,
TOWARDS & KICK.



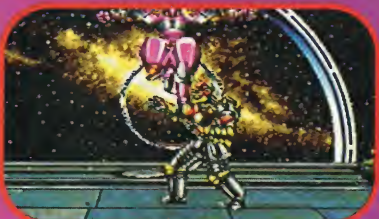
RIDING CRUSHER

LIGHT ARMOUR
WHILE IN MID-AIR PUSH
AWAY, TOWARDS & C
OR Z.



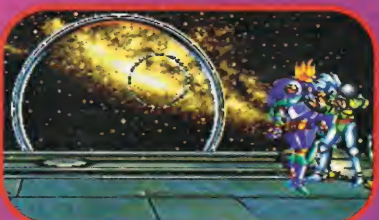
FLYING LARIAT

ANY ARMOUR
AWAY, DOWN AWAY,
DOWN, DOWN
TOWARDS, TOWARDS
THEN PUNCH.



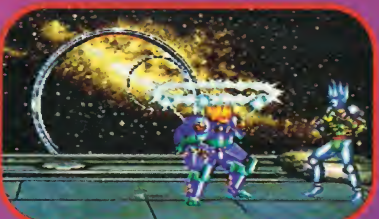
LEG SWEEP

ANY ARMOUR
DOWN, TOWARDS & B.



LIGHTENING KING

HEAVY ARMOUR
PRESS ANY PUNCH BUT-
TON REPEATEDLY.



KNEE BLAST

HEAVY ARMOUR
DOWN, DOWN
TOWARDS, UP
TOWARDS AND KICK.



BLAZING CHARGE

HEAVY ARMOUR
TOWARDS, TOWARDS
THEN C OR Z.



ZENA-LAN



PROFILE

This fiery fighter has a number of electrifying moves at her command. Speed and agility are her greatest assets. Her Fury Punches and special moves are quick and effective so you will have to be on your toes to defend against her and then counter-attack. Only the quick witted will survive.

PLAY VS ZENA-LAN

Zena-Lan can get from one side of the screen to the other at lightening fast speeds, so your first priority must be to defend against her flying attacks by throwing projectiles at her or moving quickly to stop her in her tracks. Zena-Lan's other main attacks are linked to the electric energy which she draws from her life-source.

If you let her come in too close to you, the chances are that she will be preparing an Electric Attack. Do anything you can, very quickly, to get out of the situation. If you can simply move back, do so but try not to get trapped in the corner. Attack her with kick combinations up close and projectiles from a distance.

NARUTO

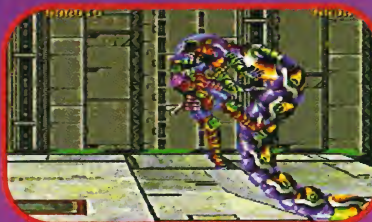


PROFILE

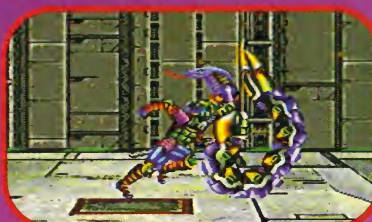
Elbow Blades and a long sword give Naruto a long, sharp reach. He's especially proficient at aerial manoeuvres and martial arts moves. Naruto really is a tough opponent, with his strength being the ability to put together powerful combinations of kicks in a very short space of time.

PLAY VS NARUTO

Naruto has speed, power and balance but falls flat on his face when it comes to endurance. If you establish an early lead against Naruto and you can defend against his hard hitting combinations, striking back with special moves and projectile moves, then you will be in with a very good chance of defeating him. Naruto will slow up in the final third of the fight, so if you can maintain a slender lead throughout, you can nail him in the final moments with low sweeps and body blows.



DROP THROW
ANY ARMOUR
MAKE CONTACT WITH
THE OPPONENT &
PRESS AWAY,
FORWARD & PUNCH.



DASH
ANY ARMOUR
PRESS THE D-PAD
TWICE IN THE DIREC-
TION YOU WANT TO GO.



NARUTO SLICE
LIGHT ARMOUR
TOWARDS, DOWN-
TOWARDS, DOWN,
TOWARDS AND PUNCH.



WHIRLWIND KICK
LIGHT ARMOUR
DOWN, DOWN-
TOWARDS, UP-
TOWARDS & C OR Z.



**SPINNING
DOUBLE SLICE**
HEAVY ARMOUR
TOWARDS, DOWN,
DOWN-TOWARDS &
KICK.



**WHIRLING BLAST
KICK**
HEAVY ARMOUR
AWAY, DOWN-AWAY,
DOWN, DOWN-
TOWARDS, TOWARDS &
KICK.



FIREARMS
LIGHT ARMOUR
STARTING AT 12
O'CLOCK ON THE D-PAD,
MOVE A FULL CIRCLE,
ANTI-CLOCKWISE AND
THEN PRESS B.



**DOUBLE HAND
BLAST**
HEAVY ARMOUR
TOWARDS, AWAY,
TOWARDS & C OR Z.

ATOMIC HAMMER

LIGHT ARMOUR
TOWARDS, DOWN-
TOWARDS, DOWN &
PUNCH (FOR A FORWARD
ATTACK) OR KICK (FOR A
REAR ATTACK).



DASH HURDLER

LIGHT ARMOUR
AWAY FOR 2 SECS THEN
FORWARD & KICK.



BREAST CHARGE

LIGHT ARMOUR
AWAY FOR 2 SECS THEN
FORWARD & C OR Z.



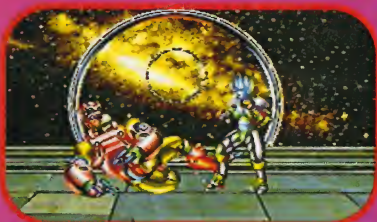
MEGA BUSTER DROP

HEAVY ARMOUR
WHILE IN MID-AIR
PRESS AWAY & PUNCH
SIMULTANEOUSLY.



MEGA CYCLONE WRECKER

HEAVY ARMOUR
AWAY FOR 2 SECS THEN
FORWARD & KICK.



MEGA CANNON

HEAVY ARMOUR
AWAY FOR 2 SECS THEN
FORWARD & C OR Z.



SUPER PRESS

ANY ARMOUR
DOWN, DOWN-
TOWARDS, UP-
TOWARDS & PUNCH.

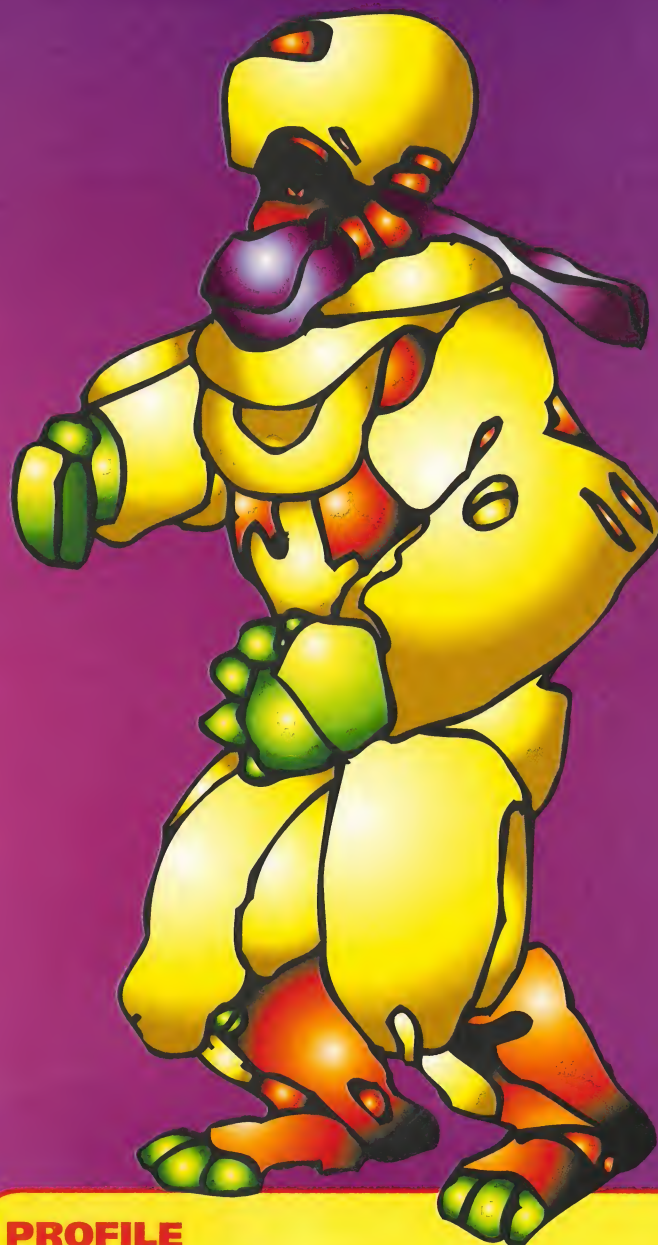


JUMPING ROUNDHOUSE

ANY ARMOUR
UP-TOWARDS & Y.



TYR



PROFILE

A master designer of weapons and body suits, Tyr has saved the best designs for himself. He uses the weight and power of his armour to support devastating charges and body slams. His special moves are lethal and even without his extensive armour, his hand to hand combat is second to none.

PLAY VS TYR

The best tactic to use against Tyr is to throw projectiles at him from a distance as he is slow to come forward. This will only work in the early parts of the fight as Tyr will get stronger and more adventurous as the fight goes on. His favourite moves are the Dash Hurdler and Super Press while in Light Armour and the Mega Cyclone Wrecker and Mega Cannon using Heavy armour. These moves will inject extra speed into the legs of Tyr so, unless you get at him right from the start and pound him into the ground straight away, you are going to have a hard time of it.

TALMAC



PROFILE

This tall, dark and sinister fugitive uses razor claws, lightning reflexes and powerful punches to hold his own in the arena. No one is sure whether he is wearing a mask or if that is his real face. No one has got close enough to find out. Talmac is one of the villains in the pack and does not use armour.

PLAY VS TALMAC

To fight against Talmac, you must exploit his two main weaknesses. Firstly, his lack of armour means that if you hit him with a special move, he will be stunned enough for you to follow up with combinations of punches into his mid-section. Secondly, Talmac, though quick and strong, is very susceptible to low attacks and sweeps when he is pinned in his own corner. Characters like Naja, who has a very strong sweep move will always do well against Talmac if he can dodge the claw successfully.



GALE WALL
DOWN, DOWN-AWAY,
AWAY & PUNCH.



GALE WAVE
TOWARDS, AWAY,
TOWARDS & PUNCH.



PILE DRAGON
TOWARDS, DOWN,
AWAY & PUNCH.



GALE ARROW
AWAY FOR 2 SECS THEN
TOWARDS & PUNCH.



THE CLAW
UP & X.



FLYING KICK
UP-TOWARDS & Y.



**MASSIVE HAND
ATTACK**
UP-TOWARDS & A.



KNEE BLAST
TOWARDS, TOWARDS &
B.

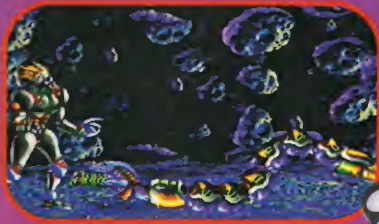
**SLIDE
DOWN & B**



**BACKWHIP
DOWN FOR 2 SECS THEN
UP & KICK.**



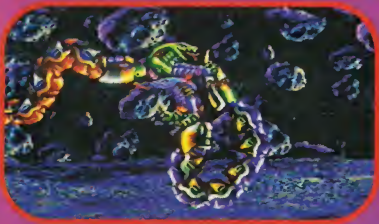
**WINDER RUSH
DOWN, DOWN-
TOWARDS, TOWARDS &
PUNCH.**



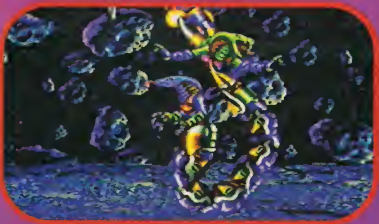
**TAIL SQUEEZE
MAKE CONTACT WITH
YOUR OPPONENT AND
PRESS THE KICK BUT-
TON.**



**SNAKEBITE
UP, TOWARDS & A.**



**PYTHON DIVE
DOWN, DOWN-
TOWARDS, TOWARDS &
A.**



**RING STINGER
UP, TOWARDS & Y.**



**VENOM
DOWN-TOWARDS & A.**



NAJA



PROFILE

To defeat this serpentine siren, you must avoid her tail, a weapon she uses as a battering ram and whip. Naja is another fighter who does not use armour. The reason for this is that she doesn't need any! She is big, quick and very strong and it takes a brave fighter to mess with her.

PLAY VS NAJA

This venomous female certainly is a pain in the neck. Her close in moves are powerful and her tail squeeze is absolutely lethal. She is however much less skilled when working from a distance, so choose a character with powerful, long-range, projectiles to soak up some of her energy. If you do get too close to her, aim for her head with high kicks or punches to try and escape her close-in power moves.

DEAMON



PROFILE

Deamon is as vicious as he is ugly and he enjoys using his natural weapons to their best advantage. His long claws can tear an opponent into shreds, and that scorpion stinger attached to his head isn't just for show either! His lack of armour is a slight disadvantage, but it is so hard to get in close to him because of his claws that he feels he does not need armour.

PLAY VS DEAMON

Deamon's moves are all very quick and very painful. A full swipe of his claws can really cause a lot of pain but while he attacks with his claws, he is open to low sweeping attacks to his legs. Whenever you hit him hard, he does tend to retreat. This means that it is very hard to get combinations going on him, so use the opportunity to fire off projectiles or to move and hit continually.



SCORPION HEAD
TAP B QUICKLY WHILE
IN CLOSE TO YOUR
OPPONENT.



HEAD BUTT
TOWARDS, TOWARDS &
A.



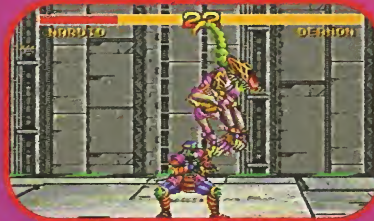
**WHIRLING
THRASHER**
TOWARDS, TOWARDS
THEN PUNCH & KICK.



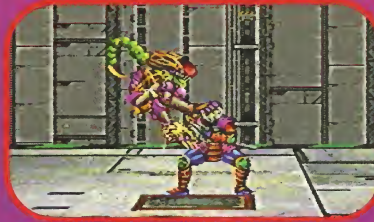
**HAMMERHEAD
WHIP**
AWAY, DOWN, UP &
PUNCH.



ROLLING CLAW
MAKE CONTACT WITH
YOU OPPONENT &
PRESS KICK.



AIR ATTACK
TOWARDS, UP & A.



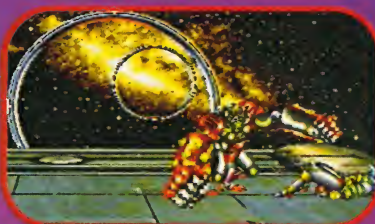
HIGH SWIPE
MAKE A FULL CIRCLE OF
THE D-PAD FROM UP,
ROUND CLOCKWISE TO
UP & PRESS B.



LOW SWEEP
DOWN & B

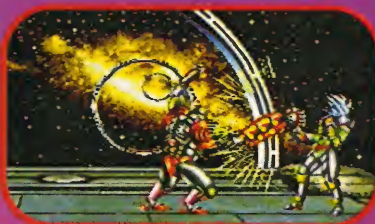
SPINNING DOUBLE STRIKER

TOWARDS, DOWN-
TOWARDS, DOWN,
DOWN-AWAY, AWAY &
PUNCH TWICE.



SPARKS

TOWARDS, DOWN-
TOWARDS, DOWN,
DOWN-AWAY, AWAY &
KICK.



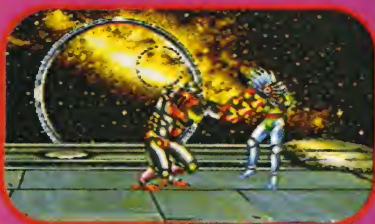
BOMBER

TOWARDS, TOWARDS &
B.



BLAZE HOLD

DOWN, DOWN-
TOWARDS, TOWARDS &
PUNCH.



THE TRIP

DOWN-TOWARDS & Y.



DOUBLE FIST

WHILE IN MID-AIR PUSH
DOWN-TOWARDS & B.



POWER PUNCH

UP, UP-TOWARDS,
TOWARDS & PUNCH.



COIL

UP-TOWARDS & B.

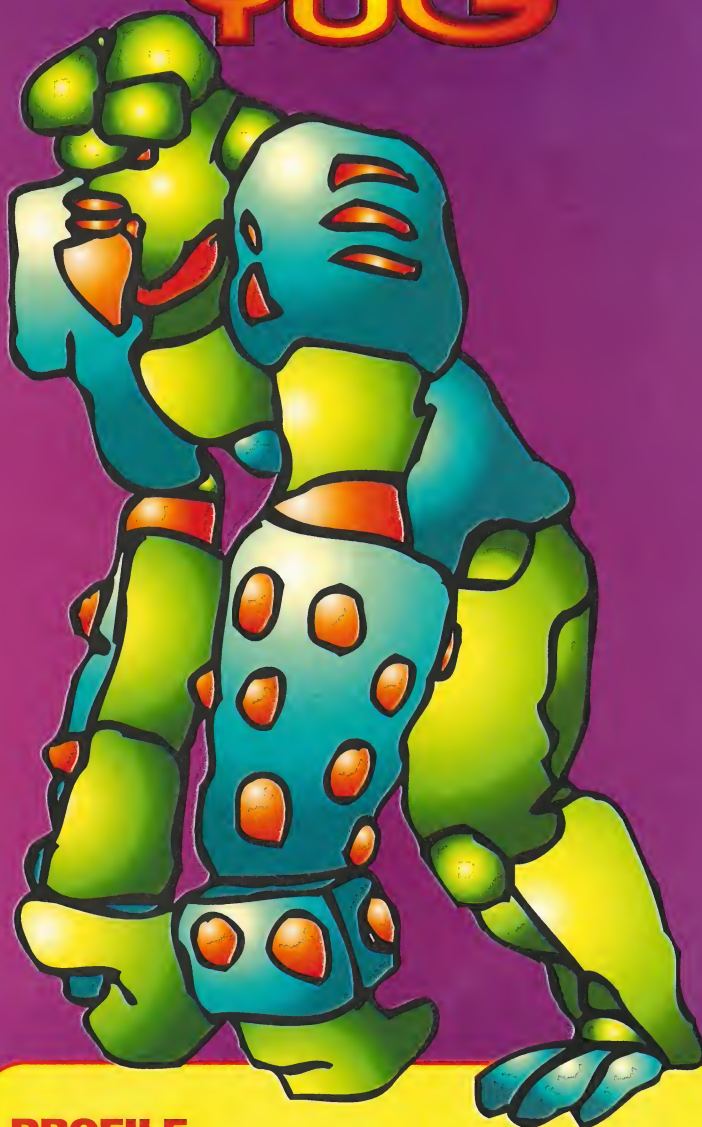


SUMMARY

GAME NAME: Cosmic Carnage
TIME TO COMPLETE: 3 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Fairly Easy

Cartridge supplied by:
SEGA,
Tel: (0171) 373 3000

YUG



PROFILE

This gorilla-like humanoid relies almost entirely on his long, powerful arms to deliver punishing hammer blows, bone-crushing holds and devastating throws. His long and over-ample reach ensures that he is king of the power punch which means he is the hardest character to get close to. He does have armour but it is built in to suit his powerful fighting style.

PLAY VS YUG

You must go in hard on Yug from the start, attacking him with projectiles and low sweeps to his legs. If you can knock him off balance for a second, he will have to use his arms to enable him to spring back to action, so while he is on the floor, take full advantage and stick the boot in while he has no chance of retaliating. Do not get too close for too long as his close in work produces his favourite attacking moves. Remain out of his range and hit him with projectiles to wear him down.

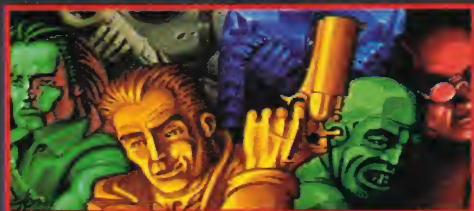
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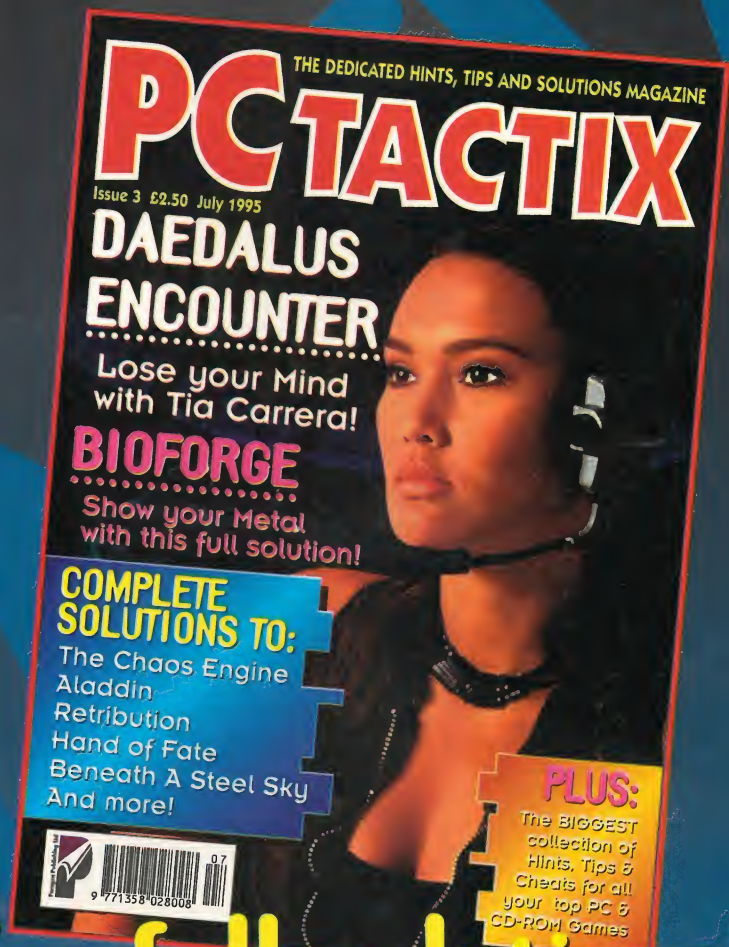
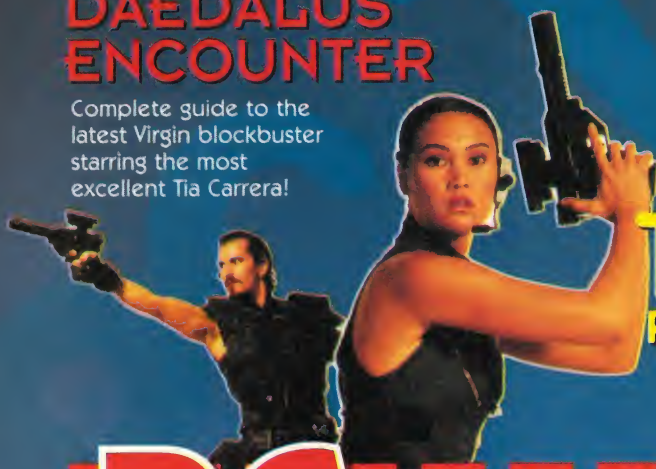


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Back Issues!



Issue 15
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Another scary bloke was on the cover of issue 15. It's that Doom game, busted on the 32X. There are also larger than life solutions to Snatcher, Cosmic Carnage, Clayfighters, Earthworm Jim, Second Samurai, Sonic and Knuckles...phew.

Issue 16
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Blimey, the Saturn arrived with a full solution to Clockwork Knight. We also blasted Syndicate apart, Smurfed till we dropped and went found in circles on BC Racers. Oh yeah, we also finished Sonic and Knuckles. We're so good!

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